

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Mr Frog on July 12, 2015, 12:21:43 am

Title: **(34.11 Succession) Clobbermountains -- The End(?)**
Post by: **Mr Frog** on **July 12, 2015, 12:21:43 am**

Quote from: Mr Frog on November 05, 2015, 02:45:54 am

If all else fails, we will have managed to completely-pooch this site to the point where a reclaim isn't even feasible, which is an accomplishment I guess. Also, Aldraglienon is dead.

Quote from: TheFlame52 on March 25, 2016, 09:00:49 pm

HOLY SHIT THERE ARE SEVEN FORGOTTEN BEASTS ON THIS ONE TILE

IN ALL MY YEARS OF SAVING SUCCESSION FORTS I HAVE NEVER SEEN ANYTHING THIS BOGLING

WHAT EVEN IS THIS FORTRESS

Quote from: Monitor Lisard on July 28, 2016, 03:15:23 pm

I wonder... Is that really what *winning* at Dwarf Fortress feels like?

NOTE -- Please read the NEW, CONDENSED rules thoroughly before requesting a turn! (ノ●ヲ●)/*:・° ✧



Welcome to Clobbermountains! Please enjoy your stay!

A fortress founded in the heart of enemy territory -- a steaming jungle choked by a cursed crimson haze. Will our dwarve's labor and the volcano's fire lead us to wealth and prosperity, or will we be taken by madness and wither away? (Who am I kidding; it'll be the latter.)

This is a succession game for 34.11, as from what I've heard the current generation of DF has a terrible problem with sieges not working right, which... isn't much fun. I'm hoping to get a good story going with lots of community involvement, so any contributions are welcome even if you don't sign up for a turn!

This fortress uses generally-vanilla DF, with three additions: a Holistic Spawn mod similar to what was used in Spearbreakers, an edited thrall-ifying interaction made to not be quite as OP as vanilla thralls (the affected are much stronger than normal dwarves but can be killed through normal means, unlike normal thralls), and a special hostile race -- banshees -- added to punish turtling.

Spoiler: Detailed explanation of the mods used in this fort (click to show/hide)
The Spawn of Holistic: Big mutant undead(?) dwarves with suspiciously-shaped maws on their chests, first seen in the Something Awful fort Syrupleaf as a powerful "late-game" enemy which accidentally turned up way earlier than intended. Brought back in Spearbreakers, in which they served a similar role and their bite would mutate dwarves into one of them. They are more-or-less how they appeared in Spearbreakers, albeit with some bugfixes -- in particular, they no longer burn forever when immersed in magma. They lack blood, do not breathe, and are impervious to decapitation, magma, nausea, and stunning (unlike in Syrupleaf; DF2010's armor rewrite was not kind to creatures that rely on biting, so I had to buff them somehow). They can only be killed by bisection or damaging their obsidian hearts. In addition, their bite now carries a "special surprise"!

Seething Mist: Similar to the thralling clouds found in vanilla DF, except that it turns affected creatures into "mutants", hulking monstrosities which are similar to thralls except a touch faster and -- most importantly -- vulnerable to bleeding, brain damage, and suffocation. Additionally, mutants will die of catastrophic organ failure after one year, so there is no need to worry about a zombie apocalypse permanently overtaking the surface.

Banshees: A hostile race that operates in much the same manner as goblins, although they steal shit instead of snatching babies. Though much weaker than dwarves and easily-dispatched in direct combat, they have a secret weapon -- their scream, which can target dwarves through walls and, if successful, cripple them with agonising spasms which will put the victim out of commission for a full month. A banshee will start screaming if left on the map for longer than a week, making getting rid of them promptly a must if the fortress is to run smoothly.

Please note that, despite the inclusion of the Holistic Spawn, this fort has no intended connection to Spearbreakers and a tenuous-at-best

connection to the Headshoots trilogy. Spearbreakers is Splint's (hideous, deformed, ill-tempered) baby and I don't want to infringe on that. For the sake of explaining the Spawn's presence storywise, the fort uses a loose version of the events described in Headshoots in which a warrior named Holistic was corrupted and mutilated into an armless demon whose spawn rapidly overran the world.

Anyways, here are the rules:

TO OVERSEERS:

Please accept or decline your turn promptly. I will PM you when your turn comes up. If you do not respond within 48 hours you will be skipped.

Please stay in touch after beginning your turn. If I don't hear from you for more than 72 hours at a stretch I will first send you a PM, then skip you if there's no response after 24 hours. Also, *please for the love of Christ do not make me pester you constantly.*

Please provide at least one in-story update every 7 days. If you need extensions on this, feel free to ask, but don't push your luck.

No massive weapon-trap hallways or weaponised atomsmashers. All other contrivances are acceptable.

No danger rooms, Spikes of Enlightenment, or similar training exploits.

Please only use DFHack to fix bugs or improve game performance. Cleaning the map, unsticking migrant traders, or pacifying soldiers is acceptable. Reveal, fastdwarf, etc. is not.

Please use only ASCII tilesets. No graphics packs. A lot of people don't know how to properly uninstall graphics packs. If you use one and our display tiles get fucked up I will *eat* you.

Please give in-character writeups, preferably with lots of screenshots and hopefully with *effort* put into the writing.

If you must cancel your turn prematurely, please upload your current save.

Spoiler: old, scary rules (click to show/hide)

Please accept your turn (or not) promptly. I will PM you when your turn comes up. If you don't get back to me within 48 hours I will skip your turn. Even then, if you don't feel like taking your turn, please tell me promptly so that we can keep things moving!

Please stay in touch. If I don't hear from you for more than 48 hours at a stretch I will send you a PM seeing what's up; if you don't respond within a day you will be skipped without further inquiry, UNLESS you give us fair warning beforehand that you won't have Internet access or such.

Please keep playing consistently and keep us updated on your progress. We don't need a full in-character writeup until you're ready to give one, but please try to keep playing and keep us updated on how you're doing. It's okay to have lulls if you're busy or need a (short!) break, but if it's obvious that you aren't making an honest effort to progress the fortress or work on your updates then you will forfeit your turn.

Please refrain from using massive weapon-trap hallways or dwarven atom smashers. Any other contrivances ranging from stonefalls to cave-ins to elaborate minecart skullduggery to magma-powered world-fucking devices are acceptable, however!

Please refrain from using danger rooms or similar training exploits. They make it too easy to replace fallen soldiers. If we are staring death in the face and desperately need more soldiers quickly I *may* temporarily waive this if I feel that the fort doesn't quite deserve to die yet.

Please don't use DFHack unless there's literally no other option. Unless it's a choice between hacking the game or swiftly losing the entire fortress prematurely, do not use DFHack to tamper with the game. Cheating your way through every single challenge and inconvenience the game throws at you cheapens the game to me. The only exception to this is cleaning up garbage for the sake of FPS in later turns. Further, once the fort has had a good run, don't bother using DFHack if there's a crisis -- just let what happens happen. All forts need to die at some point.

- Additionally, Overseers are authourised to freely use the "**tweak patrol-duty**" command to stop training soldiers from getting unhappy thoughts.

Please, if you can swing it at all, stick with basic ASCII. Graphics packs can be a pain in the ass to uninstall if you don't know what you're doing and can be difficult to read for people who aren't familiar with the specific pack you're using (e.g. myself). I won't throw too big a fit if you do use them, but I swear to Lucifer if you don't cleanly uninstall the entire thing from the raws before uploading your save and we experience even the slightest graphical fuckery afterwards I will blacklist you from ever having a turn again. It's still acceptable to set custom ASCII tilesets in your init *so long as you don't tamper with the actual fortress data.*

Please give in-character writeups at some point. Part of the fun of succession games, to me at least, are the roleplay elements, and the overseer is probably the most important piece in this regard, so it'd be great if you'd do your best to give us your very best material - whatever that may be; I don't care how amazing (or not) a writer you are as long as you're giving us your best. (SIDENOTE: If you just post two sentences bluntly summarising what you did I will assume you are not giving us your best.)

Please post screenshots. You don't need to screencap every little silly thing (you can if you want to, of course), but I'd appreciate it if you posted screenshots of major changes to the fortress layout so that we can see how the fort is growing and evolving.

If at all possible, if you must cancel your turn midway through, please upload your current save file. It really helps keep the fortress moving and keep morale up if we can just keep going from where you left off rather than having to redo anywhere from 1-11 months of play (and having all the progress you made go to waste).

TO EVERYONE ELSE:

Please contribute! I don't care how shitty you think it is, any illustrations or story bits are welcome! Just please follow these guidelines:

- > No crazy OCs. No cyborgs, no planeshifting gnome scientists (...ahem), no supernaturally-empowered avatars of extradimensional beings. You don't have to make your dorf completely-average, but please don't have anything that can't already conceivably-exist in the current setting, at least not without running it by me first.
- > No massive long-running story arcs unless you've done that kind of thing successfully before. I've seen things, bro. Terribly, terribly disappointing things.
- > Finally, for the sake of my sanity, please try to make sure everything's copyedited and the grammar and spelling are all nice. It's not a big deal if you don't. Just think of it as a favour to me.

Please try to keep discussion on-topic! I'll keep a running list of links to fortress updates for people who just want those, but for the sake of my sanity I won't link to every cool thing everyone posts, so if we could keep digressions to a minimum for the sake of people who want to read the whole thread it'd be great.

Turn List

Please note that if your turn comes up and you haven't been active on the forums for a while, I'm just gonna skip you over without bothering to notify you, so please stay in touch!

Completed -- Aborted Midway -- **Current** -- Skipped

Mr Frog
Splint
cherry-hearts
pisskop
Gwolski
mikethete
Splint
ImagoDeo
Crashmaster
cherry-hearts
pisskop
Taupe
Mr Frog (Emergency Fortress Salvaging)
Lolfail0009
melkor
biggestcheesemaker
Crashmaster
4maskwolf
Aldraglienon
DolosusDoleus
chaotic skies
Crashmaster
TheFlame52
Monitor Lisard
Puzzlebark
Imic
Aldraglienon
Monitor Lisard
The Master
NCommander
Lolfail0009
Monitor Lisard
DolosusDoleus

Dorfing List

I request Overseers to please pay attention to this list and dorf waiting players as new dwarves become available -- giving priority to people who are waiting for a turn -- and to notify us of who you've dorfed in-thread so I can take them off the list. Please specify what sort of dwarf you want, else you'll just get a random dwarf! **The format is Name <dwarf's owner if their name is different> -- Preferred Gender -- Preferred Vocation -- Custom Title (if any).**

Future Overseers:
(dunno anymore lol)

Other folks:
(see above)

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 12:22:37 am**

Update List

Prologue (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6367844#msg6367844>)

Mr Frog: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6369480#msg6369480>), 2
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6373463#msg6373463>), 3
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6378342#msg6378342>), 4
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6381853#msg6381853>), Save (<http://dffd.bay12games.com/file.php?id=10997>)

Splint: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6386516#msg6386516>), 2
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6391520#msg6391520>), 3
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6393837#msg6393837>), 4
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6397650#msg6397650>), Save (<http://dffd.bay12games.com/file.php?id=11005>)

cherry-hearts: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6398095#msg6398095>), 2
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6400061#msg6400061>), 3
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6400477#msg6400477>), 4
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6402122#msg6402122>), 5
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6402757#msg6402757>), 6
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6403315#msg6403315>), 7
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6404110#msg6404110>), 8
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6405891#msg6405891>), 9
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6406007#msg6406007>), 10
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6406691#msg6406691>), 11
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6407673#msg6407673>), 12
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6408238#msg6408238>), 13
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6409267#msg6409267>), 14
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(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6411893#msg6411893>), Patched Save
(<http://dffd.bay12games.com/file.php?id=11022>)

pisskop: Prologue (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6423347#msg6423347>), 1
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6427633#msg6427633>), 2
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6429879#msg6429879>), 3
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6436406#msg6436406>), 4
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6438574#msg6438574>), Save (<http://dffd.bay12games.com/file.php?id=11047>)

~~Gwolski:~~ (Skipped) 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6448619#msg6448619>), 2
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6469560#msg6469560>), 3
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6471269#msg6471269>)

mikethete: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6479127#msg6479127>), 2
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6482973#msg6482973>), 3
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6491238#msg6491238>), Save (<http://dffd.bay12games.com/file.php?id=11117>)

Splint: (Partial) 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6499205#msg6499205>), 2
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6501018#msg6501018>), 3
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6502883#msg6502883>), Save (<http://dffd.bay12games.com/file.php?id=11133>)

Crashmaster: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6522187#msg6522187>), 2
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6523485#msg6523485>), 3

(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6524761#msg6524761>), 4
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6526383#msg6526383>), 5
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6529553#msg6529553>), 6
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6532615#msg6532615>), 7
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6534926#msg6534926>), 8
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6537701#msg6537701>), Save (<http://dffd.bay12games.com/file.php?id=11187>)
pisskop: 1, 2, 3 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6550722#msg6550722>) (consecutive), 4, 5, 6, 7
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6554213#msg6554213>) (consecutive), Save
(<http://dffd.bay12games.com/file.php?id=11212>)
Taupe: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6574349#msg6574349>), 2
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(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6591970#msg6591970>), 7
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6592014#msg6592014>), Save (<http://dffd.bay12games.com/file.php?id=11260>)
Mr Frog: (Partial) 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6603022#msg6603022>), 2
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6604284#msg6604284>), Save (<http://dffd.bay12games.com/file.php?id=11270>)
Lolfail0009: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6606127#msg6606127>), 2
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6632781#msg6632781>), Save (<http://dffd.bay12games.com/file.php?id=11300>)
Crashmaster: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6646423#msg6646423>), 2
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DolosusDoleus: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6717339#msg6717339>), 2
(https://docs.google.com/document/d/1qBU44iivNq-g8h9VBQoQqJCq6Xn_yBaiqo1yIbQEF60/pub) (Google Doc), Save
(<http://dffd.bay12games.com/file.php?id=11645>)
chaotic skies: (Partial) 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6756379#msg6756379>), 2
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Crashmaster: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6810243#msg6810243>), 2
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(<http://www.bay12forums.com/smf/index.php?topic=151909.msg6832801#msg6832801>), 7
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TheFlame52: (Partial) Prologue (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6896713#msg6896713>), 1
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Monitor Lisard: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6907565#msg6907565>), 2
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~~Puzzlebark:~~ (Skipped) 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6954101#msg6954101>), 2
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(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7007913#msg7007913>), 3
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7014643#msg7014643>), 4
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7018031#msg7018031>), Save (<http://dffd.bay12games.com/file.php?id=12081>)
Monitor Lisard: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg7027817#msg7027817>), 2
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7029922#msg7029922>), 3
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(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7035782#msg7035782>), 5
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7041160#msg7041160>), 6
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7043666#msg7043666>), 7
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7046953#msg7046953>), Save (<http://dffd.bay12games.com/file.php?id=12143>)
The Master (non-canon): Prologue (<http://www.bay12forums.com/smf/index.php?topic=151909.msg7067075#msg7067075>), 1A
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7070014#msg7070014>) (at this point the turn was reset due to FPS death), 1B (<http://www.bay12forums.com/smf/index.php?topic=151909.msg7081546#msg7081546>)
NCommander: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg7085354#msg7085354>), 2
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(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7087363#msg7087363>), 7
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7088997#msg7088997>), 8
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7090148#msg7090148>), Save (<http://dffd.bay12games.com/file.php?id=12255>)
Monitor Lisard: 1 (<http://www.bay12forums.com/smf/index.php?topic=151909.msg7107420#msg7107420>), 2
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7109368#msg7109368>), 3
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7110736#msg7110736>), 4
(<http://www.bay12forums.com/smf/index.php?topic=151909.msg7112033#msg7112033>), Save (<http://dffd.bay12games.com/file.php?id=12342>)

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 12:23:19 am**

Quotes I Found Funny At Some Point

Quote from: Splint on July 18, 2015, 11:01:45 pm

Did anyone else have a realization along the line of "Did we just plan to make some sort of Auschwitz camp to make zombie mutant attack dogs?" Or was that just me?

Quote

Quote from: 4maskwolf on July 18, 2015, 02:54:43 pm

I have other fish to fry right now, but I'll be back to journaling. At some point.

[moments later]

Quote from: 4maskwolf on July 18, 2015, 03:03:45 pm

Quote from: TheBiggerFish on July 18, 2015, 02:57:40 pm

Speaking of other fish to fry XD

Quote from: cherry-hearts on July 27, 2015, 07:55:19 pm

I was all, "You dudes have trespassed on our territory, and in the name of Queen Datan Chewlance, Queen Urvad Fortressvoiced, and His Gaudiness King Erib Catchtowns, I sentence you all to death. (The elves started looking concerned at this point.) The path of the righteous dwarves is beset on all sides by the inequities of the selfish and the tyranny of evil dudes. Blessed are we who, in the name of charity and good will, shepherd the weak through the valley of the darkness, for we are truly our bro's keeper and the finder of lost children. And we will strike down upon you dudes with great vengeance and furious anger those who attempt to poison and destroy our brothers. (Then I raised my other arm and all of the crossbow guys loaded and aimed together; it was really neat and I'm pretty sure that the lady elf shit herself.) And you will know I am the Lord when I lay my vengeance upon you!" (I worked all night on that speech so I hope it's good.)

Quote from: pisskop on August 11, 2015, 03:39:29 pm

So umm, highlights of my reign include a baby falling into the volcano and finding adamantine [...]

Quote from: Gwolski on August 18, 2015, 08:34:08 am

we are running out of space. For corpses. and figurines. of corpses.

Quote from: Taupe on September 28, 2015, 05:39:21 pm

Quote from: Mr Frog on September 28, 2015, 04:18:58 pm

We have two-dimensional cheesemakers now? Yikes.

That's good. Once a fortress runs out of milk, uni-dimensional cheese-makers become pretty useless.

Quote from: Taupe on October 23, 2015, 09:31:41 pm

Right as the mutants were dealt with, a siege of banshee arrived and mass-paralysed half the army while a bunch of ogres stomped on their skulls. Named dwarves died. More on that when i can post screenshots. The fight is won, but we've lost about twenty dwarves so far, half children and half soldiers. The survivors are asleep outside or tantruming. This is a glorious fortress.

Quote from: Taupe on November 04, 2015, 11:15:15 pm

I would like to point out that up to this point, including the eerie cavern and horrifying scream part, I was very satisfied with myself with this incredibly well executed plan.

Then I pressed U to check out what kind of hilarious clowns we had.

Then I learned something interesting and *terrifying* about modding.

That being said, I never felt irony so strong as when I sat at my computer after meticulously and purposely digging straight into hell for hours, only to *then* declare "*Oh no I've doomed the fortress, **this is not what I expected!***"

Quote from: Splint on November 24, 2015, 11:45:36 pm

Dwarves killed by environment, invaders, and madness: Who the fuck knows or cares anymore.
Computers fried by Fort: 1. Even Real Life isn't safe.

Quote from: Aldraglienon on December 09, 2015, 05:05:23 am

Clobbermountains
This is a dwarf fortress
Main entrance
Main halls
Industries
Forges
Military
Mines
Emergency second fortress
Paralytic

Quote from: Mr Frog on December 09, 2015, 09:25:12 pm

Quote from: Taupe on December 09, 2015, 09:18:18 pm

You have to understand that the greater spawn have spent countless eons in the depths of hell. Naked. If you discovered clothes for the first time in forever, you'd be going crazy over that shit too.

*Cuz for the first time in forreeeeeeeverrrrrr
There'll be rat brains, there'll be socks
For the first time in forEEEEEverrrrr
There'll be something besides rocks*

Quote from: Splint on December 16, 2015, 05:31:37 pm

The obvious solution is to have a dedicated animal trainer with no other duties besides keeping the giant fire-breathing monster happy.

We have not the dorfs for magma.

Let us instead use ambulatory fire.

Quote from: Crashmaster on February 25, 2016, 04:17:31 am

After finishing with the mining of the spire site (and converting it to tree-farming maybe) we might want to move to hell. It's nice and roomy down there. Probably safer too.

Quote from: TheFlame52 on March 25, 2016, 05:16:18 pm

WHY ARE THERE SO MANY CORPSES
WHY IS EVERYTHING FORBIDDEN
WHY ARE THERE A BUNCH OF MINECARTS SPLASHING MAGMA
WHY ARE THERE SO MANY DEAD THINGS
WHY ARE THERE SO MANY CHILDREN
WHAT THE FUCK ARE BANSHEES
WHY IS THERE A GREATER SPAWN IN AN OFFICE
WHY IS LITERALLY EVERY AVAILABLE SPACE FULL OF COFFINS
WHY IS THERE A SKELETON IN THIS BEDROOM
WHY ARE THERE ~~THREE~~ FOUR FORGOTTEN BEASTS HERE
WHY IS THE STAIRCASE FULL OF WATER AND CORPSES
HOW DO WE HAVE A LIVING KING
WHY IS THE KING DEPRESSED
WHY IS THE KING MISSING AN ARM
WHY ARE THESE COFFINS ALL MUDDY
WHY ARE THERE SO MANY BODIES
WHY ARE THERE ONLY TWO GHOSTS

WHO LET THIS HAPPEN

All in all, I rate this fortress at 1.7 Murdermachines.

Quote from: TheFlame52 on March 25, 2016, 09:00:49 pm

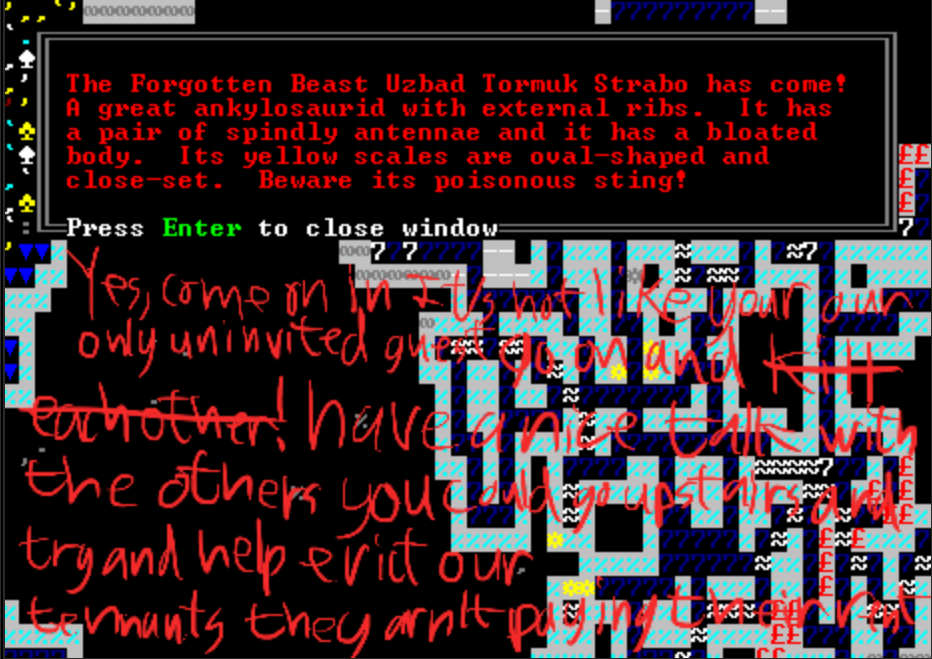
HOLY SHIT THERE ARE SEVEN FORGOTTEN BEASTS ON THIS ONE TILE

IN ALL MY YEARS OF SAVING SUCCESSION FORTS I HAVE NEVER SEEN ANYTHING THIS BOGGLING

WHAT EVEN IS THIS FORTRESS

Quote from: Aldraglienon on May 20, 2016, 01:20:46 am

Slate 23rd
While the novelty of watch the spawn chase the mutant was beginning to wear thin another monster apeared in the depths in the cavern above us.
Spoiler (click to show/hide)



[Yes, come on in It's not like your our only uninvited guest go on and kill each other! have a nice talk with the others you could go upstairs and try to help evict our tennants they arn't paying their rent]

Quote from: The Master on June 29, 2016, 05:31:20 pm

Quote from: NCommander on June 29, 2016, 01:48:11 pm

I've decided what I'm going to do on my turn.

You still think you're going to have a turn by the end of this?

Quote from: chaotic skies on July 23, 2016, 12:32:28 pm

"Dark, darker, yet darker. This place is falling apart at the seems, tearing itself down. Survival rating, negative. This next turn seems...interesting. What do you guys think?"

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 12:23:50 am**

-- Reserved Post --

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 12:24:28 am**

Prologue incoming (possibly tomorrow, as I spent all day setting everything up and fine-tuning the mods and am pretty tired)! Please feel free to sign up for a turn or request a dorfing now.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 12, 2015, 01:03:29 am**

Dibs on a turn, taking Commander. Weapon of choice, a flanged mace if using Stal's armory (I highly recommend it as it makes the combat much more hectic and backwards patching it looks pretty easy,) sword of some sort in general if not.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 01:12:39 am**

Quote from: Splint on July 12, 2015, 01:03:29 am
Dibs on a turn, taking Commander. Weapon of choice, a flanged mace if using Stal's armory (I highly recommend it as it makes the combat much more hectic and backwards patching it looks pretty easy,) sword of some sort in general if not.

Unfortunately, I have already picked out a spot and embarked, so I don't have that much flexibility regarding supplies and dwarves at the moment ^^; I can totally make you militia captain, though, if you don't mind being a speardwarf. Otherwise you'll have to wait a bit.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 12, 2015, 01:22:03 am**

I'll take an early turn! Sounds like a hard set of mods, hopefully I can guide us to not dying.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 01:51:16 am**

Quote from: Ribbonfree on July 12, 2015, 01:22:03 am
I'll take an early turn! Sounds like a hard set of mods, hopefully I can guide us to not dying.

Sure thing! Do you have any preference re: dorfing or should I just give you whoever?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 12, 2015, 01:59:18 am**

Dwarf and turn plox!
Jeff -- Male -- Grower -- The Plantmaster

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 02:14:04 am**

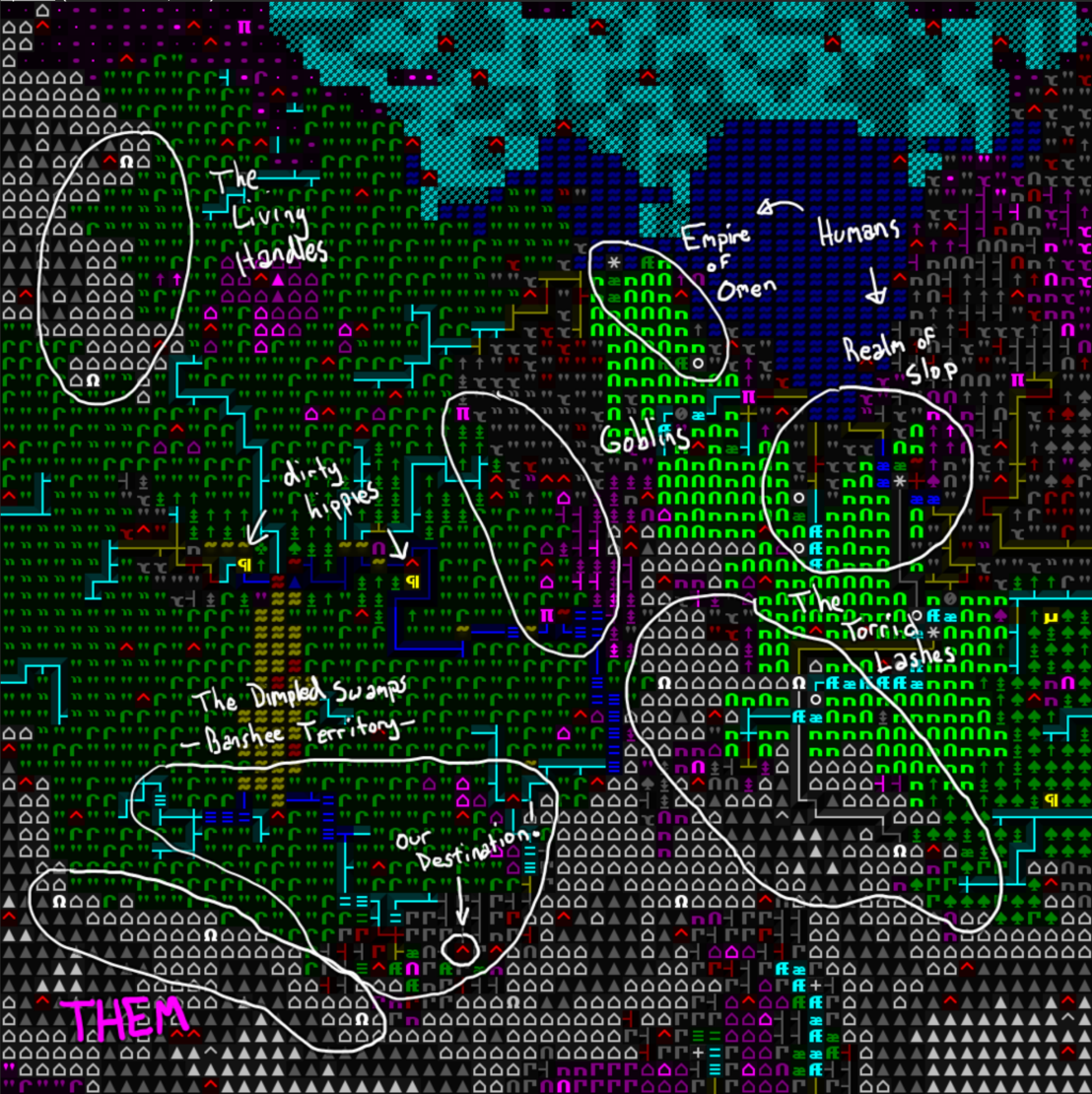
Prologue

The Diary of Mr Frog Thusestdeler, Stoneworker

15 Obsidian 200
I... I don't know what just happened! A bunch of officials from the Mountainhomes just turned up at my workshop today, saying that I was to head an expedition to found a new outpost in the name of the Torrid Lash! By order of the His Gaudiness himself, too! They said that I was "just the right dwarf for the job" and my "exceptional and well-rounded resume" made me the primary candidate, but... but that doesn't make any sense! I'm just a simple stoneworker! I pointed that out to them, sort of, but they were so sure that I was the one they were looking for and I didn't know what I was supposed to say to them, and you can't just *refuse* official orders from the King! So I'm an expedition leader now... it's exciting, I admit, but I haven't even been outside of the fortress in 10 years! I can't even skin a crundle, let alone rough it in the woods with a bunch of dwarves whose safety I'm in charge of!

The scariest bit, though, is the place we're being sent to... I'm not much of an artist, but here's a quick sketch of the Deteriorated Continents (interesting name, huh? Fitting, too; seems every other region here is under some sort of fell curse. We're quite the destination for adventurers and thrill-seekers, and a terrible place for a wimpy little craftsman who's quite better off staying in as little danger as possible):

Spoiler (click to show/hide)



For some reason, the King has assigned us to build a fortress in the Stunted Jungles, right in the middle of the banshees' hunting territories. W're literally sandwiched in between a bunch of those creepy witch-women's villages there! On top of that, I've heard bad stories about this place... nothing, er, terribly-specific, but enough for me to be sure that that place is *bad* news. As if that wasn't obvious enough -- any place those fell hags like to skulk around in obviously isn't a place decent folk should have any truck with.

We *are* still sort of close to our homeland, so there's that, but the Empire of Omen (such nice people) and Realm of Slop (I've never quite understood the name; humans sure are weird) are far to the northeast, and I'm not sure I like being so close to the pointy-eared hippies up north, although that's the least of our worries given the circumstances.

Also... it looks like *they* have a bunch of hives in the mountains right to the south. I shudder to think of what will happen when they take notice of us... I've never seen one of Holistic's Spawn in person and I think I'd rather it stay that way. They say they took over most of the southern continent through sheer brute force after they appeared before the time of our first queen, Datan Zursulkubuk (may she dine in Dwarfhalla forever), and that their bites can mutate dwarves into more of them! I can't even imagine why the King would want us so close to those horrible things! What am I supposed to do if they attack!? I can't fight! I can barely even lift the stones I work with!

Overall, this is looking to be quite a bit more adventure and derring-do than I, a simple stoneworker, am capable of, but there's nothing for it. Orders are orders, even if they make no sense. I'll just have to make the best of it. Not sure *how*, precisely, but I'm sure some good will come of this, assuming I don't get my head ripped off or those witches don't turn us into bats or something. ...Ohh, what am I going to *do*!?!?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 02:19:18 am**

Quote from: cherry-hearts on July 12, 2015, 01:59:18 am
Dwarf and turn plox!
Jeff -- Male -- Grower -- The Plantmaster

Acknowledged. You get to be one of the starting dwarves since I brought a grower. Is there a specific personality you're going for so I can reflect in the writeup?

In any case, I'm off to bed for tonight. Super tired. Will start my playthrough in earnest tomorrow!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 12, 2015, 02:25:40 am**

Quote from: Mr Frog on July 12, 2015, 02:19:18 am

[Quote from: cherry-hearts on July 12, 2015, 01:59:18 am](#)
Dwarf and turn plox!
Jeff -- Male -- Grower -- The Plantmaster

Acknowledged. You get to be one of the starting dwarves since I brought a grower. Is there a specific personality you're going for so I can reflect in the writeup?

I'm going to be going for a pretty laid-back sort of personality.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 12, 2015, 04:28:57 am**

[Quote from: Mr Frog on July 12, 2015, 01:51:16 am](#)
[Quote from: Ribbonfree on July 12, 2015, 01:22:03 am](#)
I'll take an early turn! Sounds like a hard set of mods, hopefully I can guide us to not dying.

Sure thing! Do you have any preference re: dorfing or should I just give you whoever?

Oh yeah, sorry!

Ribbon -- Female -- Any Job
Cheerful and sociable, smart but often distracted.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Gwolfski** on **July 12, 2015, 04:34:35 am**

i wanna go. Gwolf2ki, mechanic/xbow dwarf

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 12, 2015, 10:15:10 am**

[Quote from: Gwolfski on July 12, 2015, 04:34:35 am](#)
xbow dwarf

[Quote from: Gwolfski on July 12, 2015, 04:34:35 am](#)
xbow

[Quote from: Gwolfski on July 12, 2015, 04:34:35 am](#)
Xbow

You sir, have made an enemy for the rest of your days.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Gwolfski** on **July 12, 2015, 10:35:03 am**

[Quote from: Splint on July 12, 2015, 10:15:10 am](#)
[Quote from: Gwolfski on July 12, 2015, 04:34:35 am](#)
xbow dwarf

[Quote from: Gwolfski on July 12, 2015, 04:34:35 am](#)
xbow

[Quote from: Gwolfski on July 12, 2015, 04:34:35 am](#)
Xbow

You sir, have made an enemy for the rest of your days.

why? its a shorthand for mobile uses.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 12, 2015, 12:22:14 pm**

[Spoiler: Because I'm an uptight prick about weapons](#) (click to show/hide)
Because there's no such thing as an "ecks" (x) bow you sniveling uneducated peon! You go back to the capital, and learn what weapons are actually called damn it, because you clearly slept through Professor Urist's course on Dwarven Military History and Armement.

Quote
I've seen things, bro. Terribly, terribly ~~disappointing~~ horrific things.

(fixed)

I saw this and thought "You know, this will probably be the sentiment of everyone who has the misfortune of facing the Spawn and not dying horribly... And I'm okay with that."

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Noel.se** on **July 12, 2015, 12:40:26 pm**

Request for dorfing:
Noel, male, bookkeeper.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 01:43:21 pm**

OK, I've added y'all to the dwarfing list and am now going to begin my turn in earnest. Splint, I don't have any swords or swordsdwarves lying around so I'm going to make you a speardwarf so that you can still be militia commander (electing someone else only to replace them with you feels... weird).

I honestly can't think of anyone better to follow up on my turn, as a suck at military and that's pretty much your specialty, so with any luck you'll be able to pick up my slack.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 12, 2015, 01:45:02 pm**

Good enough. Sharp sticks did pretty well last time I tested them on Spawn anyway..

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 01:47:58 pm**

Yeah, spears are good at reaching through to their hearts.

I think spears also suffer the least from being made of shit materials like copper, which is why I usually take two them with me on my embark to save points.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **piisskop** on **July 12, 2015, 02:32:25 pm**

neat. I want a turn and dwarf.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 03:27:53 pm**

Quote from: piisskop on July 12, 2015, 02:32:25 pm

neat. I want a turn and dwarf.

Sure thing! Is there a specific sort of dwarf you want?

Completed the Spring leg of my playthrough, dorfed Splint, Ribbonfree, and Jeff/cherry-hearts. Highlights include getting our first mutant transformation within a couple weeks of starting. Will start work on the writeup shortly.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **piisskop** on **July 12, 2015, 03:56:00 pm**

Doctor. Or xbow

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 12, 2015, 05:04:36 pm**

I died boys gg

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **piisskop** on **July 12, 2015, 05:19:14 pm**

from what I have read in the past about holistic spawn they were headless undead?

if you can poke them to death thats not true :|

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 12, 2015, 05:27:26 pm**

Quote from: piisskop on July 12, 2015, 05:19:14 pm

from what I have read in the past about holistic spawn they were headless undead?

if you can poke them to death thats not true :|

Three weaknesses (two if Mr Frog patched it): Bisection, heart trauma of any sort, and possibly decapitation. Spears are very good for hitting the heart and disabling things where you'd need a strong or skilled blunt-weapons user to do any reliable harm and when you can't really afford more choppy stuff. Plus, spears fared better than any other weapon (2nd place was a three-way tie between pikes, swords, and axes last time I did any testing.)

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 05:33:52 pm**

Quote from: Splint on July 12, 2015, 05:27:26 pm

Quote from: piisskop on July 12, 2015, 05:19:14 pm

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Three weaknesses (two if Mr Frog patched it): Bisection, heart trauma of any sort, and possibly decapitation. Spears are very good for hitting the heart and disabling things where you'd need a strong or skilled blunt-weapons user to do any reliable harm and when you can't really afford more choppy stuff. Plus, spears fared better than any other weapon (2nd place was a three-way tie between pikes, swords, and axes last time I did any testing.)

Yeah, blunt weapons don't really impact deeply enough to damage their hearts and are only really good for breaking limbs, which isn't enough to slow them down when they can just bite you.

I fixed Spawn being weak to decapitations, but bisecting them still works. They're also immune to bleeding. The only way to kill them is to chop them in half or damage their obsidian hearts.

Writeup is about 40% done.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 12, 2015, 06:07:15 pm**

So what's the default graphics by the way? I didn't notice on the OP. I'm assuming ASCII.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 06:32:29 pm**

Ah, yes, ASCII is the default. I'm using my own tileset, though. **You can use customised tilesets as long as they're easily-legible ASCII and don't actually tamper with the save file in any way.** I'll go back and clarify. I'll be busy till about 9 but I'll try to get the rest of my Spring writeup done by tonight.

The Diary of Mr Frog Thusestdeler, Stoneworker

16 Obsidian 200

I met up with the other members of the expedition today -- another miner, a speardwarf named Splint and one of his men, a cheery brewer named Ribbon, a grower named Jeff, and some engraver whose name I can't remember. I really feel so much safer with Splint around! He seems to know what he's doing quite well. Oh, if only I could be so brave!
Looks like this isn't going to be such a disaster after all! In fact, I'm starting to feel rather excited about all of this! It'll be so fun to bravely go where no dwarf has gone before, provided I'll be safely indoors wherever we're bravely going!

The wagon's going to depart in an hour. Oh, I can't wait! I'm going to go carve a bunch of mugs with everyone's name on it in celebration.
UPDATE: I... I went a bit overboard. Oops. I was just so excited! I gave most of the extra mugs to a random stranger in exchange for a sandwich, though, so it should be okay.

24 Obsidian 200

Scratch what I said about this not being a disaster. Splint just checked through our supplies and he's *very* angry. All of our armaments except for two shoddy copper spears have vanished! I... I don't know when it happened! Ribbon suspects that it might have been those mutton salesmen we passed by... they did look pretty shifty, but I couldn't say no to mutton, especially when they let us pay them with the last of the mugs! Now everybody's mad at me! It's awful! That's not really an issue, though, seeing as ***we're all going to die out here now anyways!*** What are we going to do without weapons and armor!? Who the hell even knows what's lurking in that banshee-blighted jungle! We've come too far now to turn back -- we don't have enough food for a return trip -- and I really wouldn't like to see the look on His Gaudiness's face when he hears about this, so we're basically screwed. We're going to go out into the jungle, get turned into snakes by the banshees, and eaten, and there's nothing I can do about it!
I guess I should look on the bright side, though... we still have both our pickaxes and the hatchet for woodcutting on top of the two spears. Splint says it should be enough to defend ourselves from wildlife while we get some proper weapon production going... but what about the witch-women? What about *Them*? And... that jungle gives me a bad feeling...

26 Obsidian 200

We're in the jungle now. The smell is... interesting. A fine blend of rot, muck, and just the faintest hint of fermented fruit. The sky where we can see through the trees is a funny pink-orange color, like blood mixed with water, and some of the clouds are a dense, bloody red... I'm not sure what that means. I don't think it's normal, though. The trees here are creepy, too; they don't have any leaves, and look like giant claws reaching towards me. I swear their shadows move, too. Glumprongs, Jeff says they are -- he's awful knowledgable about plants and such, what with being a grower and all... I've never seen anything like them before.

We nearly ran afoul of a banshee hunting party, but we quickly ditched the caravan and hid in the bushes; the hags thought it was abandoned and left, making off with a barrel of wine as we did so. I suppose we didn't need it that much anyway...

1 Granite 201

You have arrived. After a journey from the Mountainhomes into the forbidding wilderness beyond, your harsh trek has finally ended. Your party of seven is to make an outpost for the glory of all of Shakethmeng. There are almost no supplies left, but with stout labor comes sustenance. Whether by bolt, plow or hook, provide for your dwarves. You are expecting a supply caravan just before winter entombs you, but it is Spring now. Enough time to delve secure lodgings, are the stranglers get hungry. A new chapter of dwarven history begins here at this place. Avédonol. "Clobbermountains". Strike the earth!

We're here. The wagon's been looking rickety for the past few miles, and it finally gave out now -- its wheels came flying off, leaving us on the southern face of a huge hill, right next to a lava vent. The fumes are so strong that they're making my eyes sting, but I think I'll get used to it, maybe:



"Clobbermountains"... I never bothered asking what the name of the fortress was to be, but now that I do, it... doesn't make much sense? The nearest mountain range is a few miles to the south, and crawling with Them to boot... So much of this doesn't make sense... Ribbon and Splint think we're supposed to be some kind of vanguard in case They try to expand their borders again. If the King needs us to be cannon fodder, so be it. To die for the safety of the Mountainhomes would be an unimaginable honour for a lowly stoneworker such as myself. Still... Something about this feels fishy to me... In any case, there's no turning back now without our wagon, so whatever happens out here, happens.

That big pink sky is giving me the willies, so I start digging a little chamber in the hillside below our wagon to get away from it. That should settle my nerves quite a lot. The other miner asks if he can help, so I scribble down roughly where I want us to dig and he starts working too:

terrible things that are out there as possible. Hey, guess I'm pretty smart, too!

I install the doors I made while Splint and his buddy go to pick up their weapons:



I feel a lot safer now that we have something solid between us and... whatever the hell it is in this place that's making the sky go funny. Dwarves are just *meant* to be indoors, you know?

15 Granite 201

I've told the others to bring all the wood and things we brought in on the wagon back inside our little hidey-hole while me and the other miner keep digging out what I think is going to be our entrance hall. I think I'm starting to get the hang of this whole "telling people where to dig" thing!

24 Granite 201

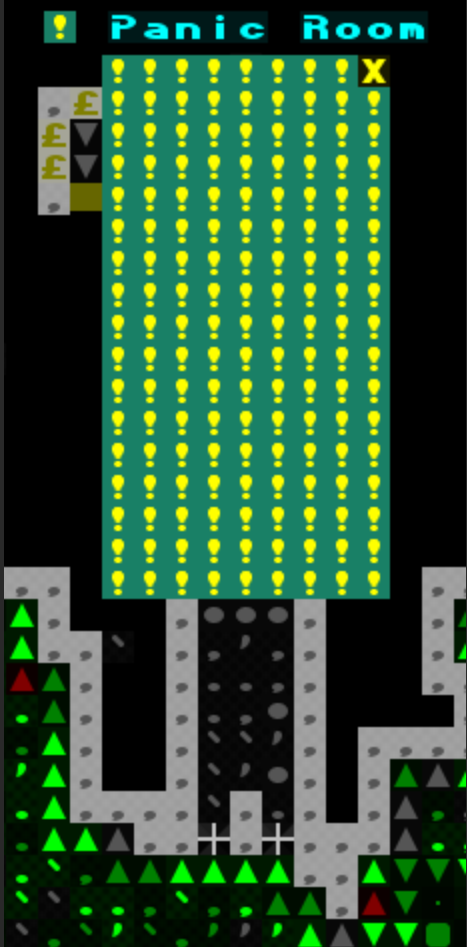
A cloud of seething mist has drifted nearby!

Wh... what in Armok's bloody beard IS that!? Whatever it is, it's heading right towards us!



I asked the other dwarves, and none of them have seen anything like this! It's some kind of... roiling, blood-red cloud, gliding across the landscape like a billowing shroud. I can't even see through it, it's so thick. Wh-what on earth is it!? What's going to happen to us!?

I ran around in a panic for a bit, before Splint suddenly barks for everyone's attention. He scuffs out a little square in the dirt with his shoes and orders everyone to get inside. They obey his orders without even a second thought -- they'd never listen to me like that!:



The cloud passes to the southwest, just barely missing our entrance. Whew!

My heart stops, however, when I see that the cloud is on a collision course with a pair of little baby-faced monkey-things gambolling around nearby:



Nooo! Not the monkeys! I don't even know what's going to happen but please, not to the monkeys!

The monkeys were swallowed by the cloud; I couldn't see what was happening to them, but I heard loud cracks and scrapes like bones breaking and grinding and the poor things screaming in pain... only to suddenly fall quiet, replaced a bit later by the most horrible, deep growls I've ever heard. It sounded like pure rage. I... I nearly fainted for a moment there, as pathetic as it sounds.



When I saw them again, they were... changed. They weren't cute little monkeys anymore. They were hulking, misshapen monstrosities, their bodies twisted and deformed, their mouths foaming and their eyes lit by a dull, hateful red glow; their skin had split open in a few places, exposing pulsing red flesh that... didn't look normal. I quickly barricaded the doors, so we should be safe in here, but what about the stuff in the wagon!? We still haven't moved everything inside... We got most of the food supplies in here, but most of the lumber we brought is still out there. I ask if Splint could maybe... y'know... get rid of them for us, but he doesn't fancy his chances against those monsters, not with the equipment we have, so I dropped the issue. Not like *I* can do anything about those things. Sigh. Never reckoned we'd be laid siege by monkeys, even in a place like this... How long are we going to be stuck in here!? I don't really remember what happened for a few moments until suddenly Splint shoved my pickaxe into my hands and barked at me to keep digging the tunnel I ordered... they said I was just staring at the wall all dazed-like, my face pale.

Another one of those horrible red clouds came drifting in a couple hours later... We'll never be able to go outside again at this rate!

7 Slate 201

We've finished digging out the entry hall, sort of:



Now we'll be digging up into the surface of the hillside. I think I've seen a stratum of soil that looks big enough for farming. Not sure I trust the soil around here, for obvious reasons, but it should be okay. Probably.

It looks like one of those monster monkeys has wandered away, but the other one's still out there, its guttural lowing rumbling through the very earth. The sound of it gives me chills...

19 Slate 201

I think we've found a good spot to start a farm. I ask Jeff to start tilling the ground... he said yes, although he didn't seem like he was in much of a hurry to do it. Doesn't he understand how urgent this is??? *PEOPLE WILL LITERALLY DIE IF THESE PLOTS AREN'T PUT UP!*:



I also asked Ribbon to start work on constructing a still -- which she was a lot more enthusiastic about, and rightly so -- and drew out an area to move our food stocks to. Meanwhile, I ask the miner to help me dig out a dining area under our entrance hall:



The... monster has gone away, but it looks like another cloud has settled in right on top of our gate! It's a hell-on-earth outside, I swear! And the worst part is, *we still have two barrels of booze out there!* This is terrible!

27 Slate 201

The cloud finally dissipated, so I unlocked the gate and let the others go and get some more of our stuff inside. However, a couple hours later, another cloud rolls in. I panicked and locked the gate again, but the cloud looked to be heading away from the fort along the eastern border, so I unlocked the doors... but then not two seconds later Ribbon comes in shouting that a *third* Armok-forsaken cloud has come in and everyone needs to get back inside! I've decided it's a lost cause for now. Meanwhile, I notice that the farms were still barren... I asked Jeff about it, and he told me that I never told him to plant anything, so he didn't. That's... That's very clever! I told him to plant plump helmets in all of our plots and to continue doing so in all seasons. Have to be specific!

9 Felsite 201

The... weather... seems to have finally settled down for the time being, so I've opened the doors again to get the last bit of stuff we missed.

11 Felsite 201

Our dining hall is completed! Except for the fact that we have no tables or chairs for it. Even still, this little hole we're all stuck in is starting to look like a proper fortress! To further that end, I've started digging out some proper workshops on the level below the dining hall:



That's going to be a carpenter's shop to the left and a mason's shop to the right -- they seem like the most important to me to start with, since we need beds and dining accoutrements. I left a bit of space there for a supplies to be kept on head! Good thinking, if I do say so myself.

20 Felsite 201

The carpentry room is now dug out, so I order our wood to be brought down there and for the workshops to be built. Think I'll ask that dwarf whose name I forget to make some beds, since I'm pretty sure he's also a woodcutter.

28 Felsite 201

Oh, such a terrible way to cap off the spring! A pack of those cute little wild doggies (Splint says they're vicious, but I don't believe him) were wandering around outside when one of those clouds drifted down and came straight towards them! Most of them got away, but it still managed to engulf a couple of them... the noises they made while they were in there were just as awful as the last time...



They were left as twisted monsters like those poor little monkeys... The rest of the pack immediately scatters in terror once they realise what's happened to their little friends. One of them runs away gibbering out of our borders, but the second gives chase to one of its former companions, murder burning in its eyes:



They're still out there in chase even as I write this! Oh, I can hardly bear to look!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 12, 2015, 11:49:33 pm**

So, there's my first update. The second one's probably gonna be a bit slower; I basically ran myself ragged all day to get this out :V I'm kind of a slow worker -- don't know how some of the people here do it.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 12, 2015, 11:55:39 pm**

sign me up. Ill take a mason or sworddwarf male depending on whats available.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 13, 2015, 12:03:28 am**

Certainly wasn't what I was expecting for the first mutants. Thought one of us got caught in a cloud.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 13, 2015, 12:10:37 am**

Quote from: Splint on July 13, 2015, 12:03:28 am
Certainly wasn't what I was expecting for the first mutants. Thought one of us got caught in a cloud.

I honestly didn't realise how ambiguous my statement was until Ribbon started joking about how she was dead. Forgive me for not disillusioning y'all.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 13, 2015, 12:13:46 am**

Man, you lead us on! How am I supposed to come back from the dead to be overseer now? :0

But anyways, looking good! Pacing of the turn doesn't seem so bad, with the amount of micro-managing I like doing in my forts I may need a day to play two seasons. Writeups shouldn't be as slow though.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 13, 2015, 12:27:33 am**

Sorry, bruh, it wasn't even my intention :V I kind of had an "oh dear" moment after posting that but decided to roll with it. So, my bad.

In any case, I'm gonna go and take the rest of the night off this thing, so if y'all wanna write journals for your characters or something while I recharge go knock yourselves out.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 13, 2015, 02:41:49 am**

Jeff's Journal, Entry 1:
So I, like, lost my old books in the fire, so I need to start my journal all over. Bummer, I know. So, I might as well, like, talk about myself, 'cause there a lot of ways I could, well, die, and I want people to know who I was. So, yeah, I'm Jeff, but you can call me "The Plantmaster." Least, that's what my pals used to call me. See, I suppose you could call me a farmer, or something. I sold my buddies the good stuff, and they started calling me a "plantmaster." Cool huh?

So I had, like, this plantation I used to run. Dude, I tell you, it was great. Nice and out in the middle of nowhere's land. I had a great system going too. I would grow all the plants myself, and my pals would help me sell it to all the forts for a cut of the profits. Like, everything was going fine until the royal guard showed up one day and they were all like "dude, you're breaking the law," and they burnt down all my fields and my house! Then they said that I had to go on an expedition and found this new fortress. Bummer!

So now I'm here, and the bossman's all over me for not planting the stupid mushrooms that he wants, even though he never actually asked. I'm all right with growing these things for now, but once I get my hands on the stuff that I want, I'm gonna restart production. I'm telling you now, it's gonna be great.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 13, 2015, 05:23:48 pm**

Summer playthrough is now halfway done, Noel has been dorfed (I'm holding out on the others until I can get them the exact dorf they asked for). We have our first mutant fatality! Predictably enough it's just random wildlife.

E: Also, I just remembered that our engraver is also a mechanic, so Imma go ahead and dorf Gwolfski once I can get to playing again today (I'm fairly-busy today).

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 13, 2015, 05:45:50 pm**

Question, what's my dwarf's last name?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 13, 2015, 08:08:55 pm**

Quote from: Splint on July 13, 2015, 05:45:50 pm
Question, what's my dwarf's last name?

(Sorry for the delay)

RalbisÃ³l. It means "Silverypeaces".

Gonna try to get the rest of summer done now.

E: Aand summer is done! There was potential for a disaster towards the end due to my own absentmindedness but I unfortunately noticed it before it could get even slightly dicey.

E2: Now beginning the writeup! I probably won't be finishing it tonight, but I have the day all to myself tomorrow, so unless I find a way to procrastinate for 16 hours straight (possible but unlikely) I can pretty much guarantee that I can get it finished.

E3: Writeup something like 30% done.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 14, 2015, 03:51:22 pm**

1 Hematite 201

That poor doggy's still being chased by its friend outside... I wish there was something I could do to help them, but they're fighting out there and I'm stuck in here! And there's also, y'know, my complete lack of anything approaching physical competence. ...Yeah. That's also a thing.

It looks like the pair are evenly-matched in pace; the mutant's strong and should be moving quick, but it looks like its joints aren't working right? It's not going as quickly as I'd think:



Neither one's really gaining any ground on the other... They just keep running across the hillside, one after the other, the dog unable to escape but the monster unable to catch up.

The monster lost interest eventually... its friend fled out of our borders, but it's still out there, panting and slaving madly, its misshapen body pulsating and heaving with each breath. It looks like it's really suffering... Oh! I can't bear to look any longer!

Jeff came up to me a bit later and told me he'd locked the doors while I was watching the chase. Something about how the "dissonant wavelengths" outside were "totally harshing his chill". I'm... not quite sure what that means... but I guess the important thing is that he kept us safe. Technically I guess I should've been the one to make that order, but... but someone caught it, so that's okay! Right?

5 Hematite 201

The workshops are finally set up and ready to go! I put little sticky notes on all of the stoneworker's shops reminding people to only take stones from the nearby stockpile. It'd be pretty bad if someone just picked up a rock and dragged it halfway across the fortress! That'd be super-tiring! I also started cutting a bunch of stones apart into blocks so that they'd be easier to carry in case we need to build something.

I also moved the assorted-goods stockpile lying around in the entrance deeper into the fortress, since we don't really hang around in there anymore. The others are moving it all right now. I can't really help, so I'm just standing on the sidelines and cheering them on, so I'm at least helping their morale, probably.

8 Hematite 201

I was puttering around the hallway and saw poor Jeff hobbling around carrying a big ol' gabbro boulder in his arms!



That can't be healthy! I asked him why he was carrying it like that, and he asked me how else he was supposed to carry it? I told him he was supposed to use the wheelbarrows, but then he said we didn't have any. That's weird, I could swear -- RIGHT. The mutton incident. As if I could've forgot a boner like that! How could I be so stupid!? Fortunately, this is easy enough to fix:



No harm, no foul, right? ...Except to Jeff's poor back. I'm guessing that's pretty fouled now. Eurgh.

19 Hematite 201

I remember one of the King's agents saying something about us being due for our first caravan sometime in autumn... which is NEXT SEASON! And we don't even have a trade depot for them to hole up in -- I totally forgot! This is an emergency! I scribble out a post-it note politely asking someone to maybe please get started on a depot sometime soon, if it's not too much trouble:



I really hope I managed to convey just how urgent this is! It'd be terrible if the caravan arrived and the architect had just... just slacked off for 3 months straight or something!

Meanwhile, the dwarves are starting to complain to me a bit about how they've been eating off of the floor for the past three months. Fortunately, I know just the thing for that: Tables! And chairs! And maybe statues, too! Finally, something I can do! I'm going to go head to the mason's shop right away!

24 Hematite 201

I couldn't hear the doggy's... noises... anymore, so I popped up aboveground to take a look... just in time to see another of those clouds sweeping in over the horizon. I quickly locked the doors and scurried back inside again. This fortress is starting to feel more like a prison... I'm not such a fan of the outdoors, but being trapped in this little cave knowing full well what's out there...

28 Hematite 201

The depot is finished! It was designed by our engraver... er... whatever his name was again (he's so multitalented!) and built with love by myself! I think I'm starting to get into the swing of this whole fortress-y nonsense! Now we're ready for the wagons to come in!

...Is what I'd said triumphantly, except that whatshisname looked at me all confused-like and asked me if we'd already taken down the stuff blocking the entrance:



Ummm... that is an excellent point he raised. Good thing I have such good friends to remind me whenever I forget something important, hahaha!

It looks like we're due for an entrance renovation, so I set to work making a bunch of hatches to install deeper in the entry hall:



That way we'll still be able to have something solid between us and the overgrown abominations against nature shambling around outside once we take down the doors! I am so good at planning ahead! Speaking of planning ahead, there's still a bunch of junk sitting around in the lobby, so I tell the other miner to dig out a spot to move them to:



I can hear him busily working away from here... this is great! We're getting things done!

6 Malachite 201

Another cloud of mist drifts in on the horizon... I almost didn't even bother taking note of this one, *until* I saw it drifting towards a flock of parrots towards the southeast! Oh, no! Not the parrots! It manages to turn two of them, and they immediately begin fighting with their former flockmates, dive-bombing them and raking at them with its claws even as they try to fly away:



This... I can hardly bear to look at this! It's horrible! They're just ripping each other to shreds in midair! There's blood everywhere!

→The Grey Parrot mutant grabs The Grey Parrot by the beak with her left wing!
The Grey Parrot bites The Grey Parrot mutant in the right upper leg, denting the skin!
The Grey Parrot latches on firmly!
The Grey Parrot mutant bites The Grey Parrot in the right upper leg, denting the skin and bruising the muscle!
The Grey Parrot mutant latches on firmly!
The Grey Parrot shakes The Grey Parrot mutant around by the right upper leg, tearing apart the right upper leg's fat and bruising the bone!
A tendon in the right upper leg has been torn!
The Grey Parrot mutant shakes The Grey Parrot around by the right upper leg, tearing apart the right upper leg's muscle and bruising the bone!
An artery in the right upper leg has been opened by the attack, many nerves have been severed and a tendon has been torn!
The Grey Parrot falls over.
The Grey Parrot mutant breaks the grip of The Grey Parrot's beak on The Grey Parrot mutant's right upper leg.
The Grey Parrot mutant shakes The Grey Parrot around by the right upper leg, tearing apart the right upper leg's muscle and bruising the bone!
An artery in the right upper leg has been opened by the attack, many nerves have been severed and a tendon has been torn!

The other parrot tries its best to protect itself, but the monster's too strong for it... it tears the poor bird's leg to ribbons with its beak and lets it fall to the ground with a heavy thunk:



The other unaffected parrot soon meets its end as well and hits the ground a few feet away:



I... I can't... this is horrific... I think I need a drink or twenty to calm my nerves before I can work again:

'Mr Frog' Thusestdele, Confused Stnwrkn On Break

Looks like we have a couple more corpses on our hands now:



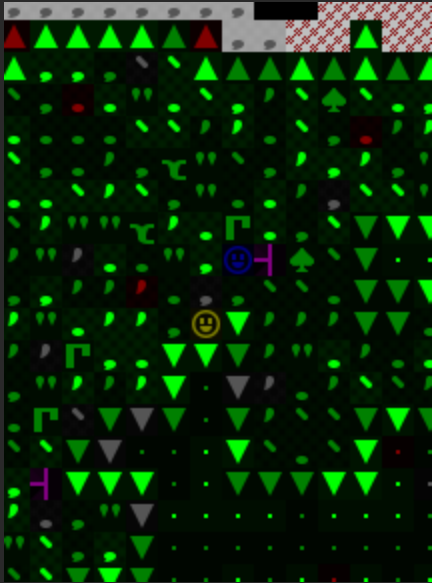
Ahhh! Right! You're supposed to feed those things! I completely forgot! I... I...

11 Malachite 201

Splint's soldier buddy came up to me in the dining room and asked what we were supposed to do with about the last hatch... apparently I forgot to make it. I... I told him to go make it himself. I don't really feel like doing anything right now... He just nodded and left. I guess being expedition leader has its perks...

15 Malachite 201

Some migrants have arrived.



It's just two of them... Kinda wish there were more. No matter, though... I guess this is still something. I tell whatshisname to unlock the doors to let them in; those parrots are a bit closer to the entrance than I'd like, so I tell Splint to stand watch at the gate just in case. He doesn't think that the raggedy clothes he has on will be enough to stop the monsters' beaks, but... we need those workers in here, and as much as it makes me sick to say it, I'd rather them live than Splint. We need more laborers in here.

...Ugh. I think I need to go lie down again...

UPDATE: Splint tells me that the migrants managed to avoid the parrot's notice and make it inside without any casualties. Yay! Finally, some good news! I think we'll be needing someone to keep our stocks in order, so I go up to one of the dwarves -- his name is Noel, I think -- and told him that he's our bookkeeper now. So now we have a bookkeeper! He looked a bit confused, but I think he took it pretty well otherwise.

UPDATE UPDATE: Oh, and I think I finally remembered what the engraver's name is! It's Gwolf2ki! ...Wait, are names supposed to have numbers in them? Eh, doesn't matter!

UPDATE UPDATE UPDATE: I asked the engraver and he said Gwolf2ki's actually the other miner's name. Um. Whoops. He told me his actual name after, but... I kinda... forgot it already. Um.

17 Malachite 201

We finally got that last hatch installed over the entrance. Woo! We've started moving stuff down into the new stockpile, too! I took a peek outside, though, and it looks like those monster parrots are still hanging around near our entrance... ugh. Guess we'll have to keep waiting for a while to take down our entrance; it'd be terrible if one of our workers got injured...

Since we won't be doing that for a bit, I've started digging a little tunnel through to the volcano's cone. Those corpses in the dining hall are starting to smell, and what better place to put them than down the forbidden outlet of Armok's fiery wrath? That's right: *NOWHERE*:



20 Malachite 201

It looks like those parrots have finally moved away from the entrance! I tell everyone to *quickly* start clearing away the obstructions in the entrance -- the mason's shop is getting taken down and the doors and the frame they're set in are set to be demolished:



I've set Splint and the other guy to stand guard in case... in case the parrots come in without me noticing.

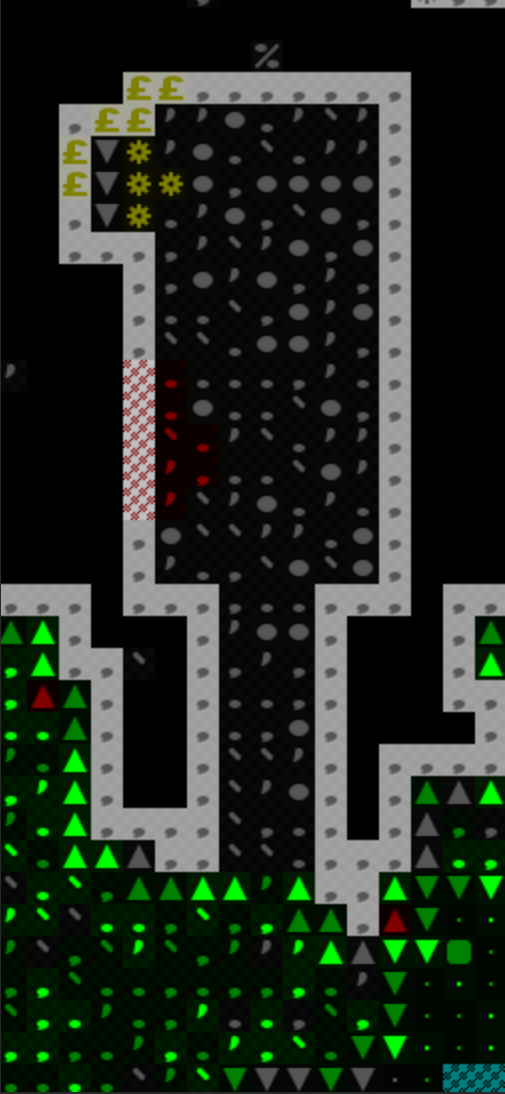
A few seconds later, I hear someone say "Hi-ho, off to go fishing!" and I see the fisherdwarf who just arrived strolling out the front door, a big grin on her face. Oh... oh, that isn't good! Doesn't she realise how dangerous it is out there!? I holler at her from the gate to stay inside and to only fish where I tell her to, but she doesn't hear me, and she's heading right towards the parrots! Oh... oh...

[OOC: I'm not sure why I don't have a screenshot of this... sorry, bruhs and grills]

Fortunately, she spotted the parrots and came running back inside screaming about avenging angels and cursed messengers of the evil sun-god. Oh, by Armok, that was close! I told her to only fish in spots that I've marked out as safe for fishing and she agreed. I'm still kind of shaking a bit, but I'm glad nothing happened.

28 Malachite 201

We've finished clearing out the entrance, and way ahead of schedule, too! Hooray!:



2 Galena 201

I've finished digging out the garbage disposal... chute... thing! Maybe it's the sudden fresh rush of fumes, but I suddenly feel very sleepy. Think I'm gonna lie down and take a nap! The stones here are nice and warm:



Before I go out, I tell whatshisname to tell the others to dispose of the animal corpses now that the chute's been dug out. DELEGATION, PEOPLE:

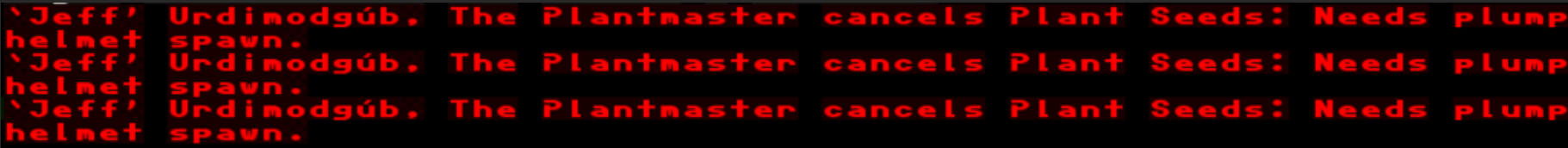


5 Galena 201

Ah, that was a nice little nap! I went downstairs and decided to start working on making some furniture for the dining hall again, since I'd put it on hold to make the floor hatches -- Splint's buddy's also helping, since apparently I never ordered him not to stop doing masonry. So helpful! Also, I asked that engraver, who's also a carpenter (a real renaissance dwarf if I've ever seen one!) to start hacking out some beds for us to sleep in, since I think the other dwarves are getting tired of sleeping on rocks (although... the rocks near the volcano are pretty comfy...). I thought to ask him what his name was again, but he was working so hard, and I didn't want to bother him, so I didn't.

15 Galena 201

Jeff keeps bugging me over and over about not having any plump helmet spawn for him to plant even though I kept looking and we did:



I asked him why he couldn't just use what we already had, and he told me that people keep carrying it and he can't use it if they're carrying it because "that'd be totally screwing with their natural order of existence, bro". I... I didn't know what to say to that, so I just let it be for now.

Me and Splint's buddy finally finish the furniture for the dining hall, including two statues to spruce the place up! I stand back and take a look at my handiwork:

This is a finely-crafted rhyolite statue of dwarves. The item is a finely-designed image of dwarves in rhyolite by 'Mr Frog' Thusestdelel.

The simplicity of the piece really speaks to the dwarven spirit, y'know? Splint's buddy, on the other hand, still has a long way to go when it comes to using carved stone as a medium of personal expression:

This is a well-crafted microcline statue of Ana Cyclonerisen. The item is a well-designed image of Ana Cyclonerisen the elf and Leth Deepclubs the Burn of Thundering the minotaur in microcline by Kogan Atheldallith. Leth Deepclubs the Burn of Thundering is striking down Ana Cyclonerisen. The artwork relates to the killing of the elf Ana Cyclonerisen by the minotaur Leth Deepclubs the Burn of Thundering in The Stunted Jungles in 186.

I patted him on the back and told him that it's okay and that all novices have to pump out a few uninspired stinkers before making something that can truly *speak* to people. He totally took it the wrong way, though! Now I have a black eye.

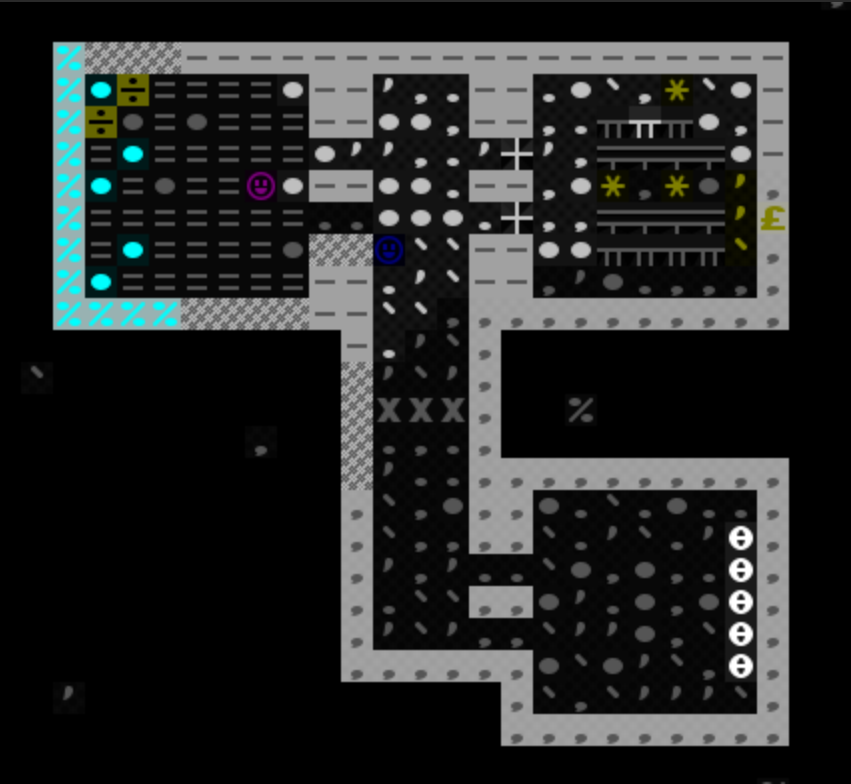
Now that we've finished making the furnishings, I think it's high time we get some goodies together to give to the caravan when it comes! I sit in the craftsdwarf workshop and begin working on some trinkets:



I... I may or may not have forgotten to carve out the insides of some of them, but they'll still work as hammerheads in a pinch, so it's not like they're useless, right? Right!

20 Galena

We've finally finished setting up the dining hall and bedroom! Now we can eat and sleep in style, or at the very least not total abject squalor:



I stand around, basking in my own glory as a leader and organiser... then notice a couple people running outside. Why!? It's dangerous out there! I catch up to them and see them milling around the wagon:



I ask them what the hell they're doing, and then they get this mean look on their faces and tell me all sarcastic-like that I didn't *te*ll them they were supposed to stay in the dining hall after I put the furniture in. I... I guess that makes sense? My bad, I suppose... I tell them to go in and they do, but I'm really starting to worry about these people! It's like they have a death wish or something!

28 Galena 201

Stray Dog (Tame) has given birth to a puppy.

Awww! I can't think of anything better to cap off the season! I thought I heard Splint mutter something about fresh meat, but that can't be right...

[**EDIT:** Corrected the fisherdwarf's gender.]

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 14, 2015, 04:02:06 pm**

Sorry about the delay. I'll get started on the Autumn playthrough this evening.

There were a couple scares this season with those fucking parrots -- when I saw the fisherdwarf skipping directly towards them I basically thought "Oh, there's our first death coming down the pipe there", but they didn't chase him for some reason and so he managed to escape. Got super lucky :V

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 14, 2015, 04:17:31 pm**

So what exactly does the mist do? Do they all have this uniform size (or does it just pretty much make them hulk out,) is the syndrome transmissible by contact or is it inhaled, that sort of thing?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 14, 2015, 04:27:26 pm**

Quote from: Splint on July 14, 2015, 04:17:31 pm
So what exactly does the mist do? Do they all have this uniform size (or does it just pretty much make them hulk out,) is the syndrome transmissible by contact or is it inhaled, that sort of thing?

The mist works by inhalation and basically makes them hulk out, as you say; though their base size doesn't change, the affected get a massive (4x IIRC) strength and toughness boost and it also turns them technically-undead (in that it adds the NOT_LIVING tag, though they retain all mortal weaknesses such as bleeding and brain damage) and opposed to life -- I'd tried just giving them CRAZED but that only resulted in the mutants killing each other before turning their attention on other creatures. One year after infection, their organs give out due to the massive physical strain the transformation puts on them and they suffocate due to their lungs not working. Also, since it doesn't remove the MEANDERER tag, random animals who get turned will leave the map after a time. (If something sapient like a caravan gets turned, we're still basically fucked for a year.)

It's not super-contagious, due to being a gaseous pathogen that thus does not linger on patients' clothing or skin; zombie apocalypses are hilarious, but hard to fight once they start, so I erred on the safe side and made sure that the effects wouldn't get out of control.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 14, 2015, 04:30:40 pm**

Good to know. Once the fall migrants arrive I think it'll be time to deal with any mutants, assuming you went for "basic individual skill" for Splint and other guy.

Speaking of, you really should get those two training so there's at least two competent fighters for next year's inevitables. Wood shields will also go a long way to improving survivability without weighing anyone down.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 14, 2015, 04:46:47 pm**

Quote from: Splint on July 14, 2015, 04:30:40 pm
Good to know. Once the fall migrants arrive I think it'll be time to deal with any mutants, assuming you went for "basic individual skill" for Splint and other guy.

Speaking of, you really should get those two training so there's at least two competent fighters for next year's inevitables. Wood shields will also go a long way to improving survivability without weighing anyone down.

Can't remember what I gave the military dwarves in terms of skills; I think I gave them Competent spear ability and also some points in dodging and fighting.

E: Wait, are wooden shields a thing?

Incidentally, it just occurred to me that I neglected to make the mist add the STERILE tag to affected critters, meaning they can still have (normal, easily-killed, delicious) offspring (hey, I'm a bit rusty)... probably won't be a big deal, although there is a nonzero chance that this will result in some black comedy later.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 14, 2015, 05:57:57 pm**

Wood shields are indeed a thing. Made at the carpenter's workshop.

With some basic skills if that's what you gave them, they should be a match for parrots. Still, I suppose I can tackle the military shit when my turn rolls around.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 14, 2015, 05:58:39 pm**

Quote from: Mr Frog on July 14, 2015, 04:46:47 pm

Quote from: Splint on July 14, 2015, 04:30:40 pm

Incidentally, it just occurred to me that I neglected to make the mist add the STERILE tag to affected dwarves (hey, I'm a bit rusty)... probably won't be a big deal, although there is a nonzero chance that this will result in some black comedy later.

(^° 3 ^°)

ANYWAYS gonna do a character thingy

It's been precisely 127 days since our arrival in AvÃ©donol, give or take a few hours obviously. The livestock we were kindly granted as provisions by the Mountainhome have already starved due our inability to allow them to pasture. The local fauna mutating into beasts of fell horror is already bad enough- I was watching the parrots slaughtering one another over our overseers shoulder and I don't think I'll be seeing much else in my dreams for the next few months- but I don't think any of us could bear to watch poor innocent horses and buffalo turn into such slavering monstrosities. Let alone...

Well, suffice it to say that for now we're trapped in this hole in the mountain. We can always dig our way into comfort and prosperity as is the Dwarven way, of course, but surface access has a number of benefits to any mountainhome as fledgling as ours. Not to mention how cowardly it is for us to not be able to meet our troubles head on! My father was one of the few survivors of the massacre at Ngefelnazush, the infamous siege where all of dwarvenkind first learned how bold the raids of the Spawn could be, and while quite a few things haven't been right in his poor head ever since, he raised me with all the worldly wisdom that any man who has lived through death a hundredfold can impart. And as he told me once, while he was milling flour for our meals with the bare of his gnarled knuckles:

"If you cannot take to the sword for what is rightfully yours, you are merely waiting to die."

Splint seems to agree with my appraisal of the situation and we've both been petitioning Frog for some form of military assignments to be made. Splint's an excellent fighter but he'll need real troops at his side before too long. I'd gladly throw myself into the fray if we wouldn't lose our only brewer! Darling Frog seems to be all over the place and then some, I wouldn't be surprised if he retired from his position as overseer by the end of the year! He doesn't seem to be cut from the cloth of a leader. He'd be much happier with his workshop and his stone, I believe. I do know I admire the simple charm of his designs. I'm not sure who could possibly take over when the inevitable occurs, but in any case I've been keeping a mental checklist of things to be done within the year. Just so I can politely remind whoever ends up taking the reins of what needs to be done! A simple brewer I may be, and I love this job as much as Frog his crafts, but I have a tongue and a brain and Armok forbid I don't use them!

Ribbon,
15th of Malachite

The horses are beginning to rot and foul up, quite close to the food stocks as well, which makes taking a simple drink a rather loathsome process. It just occurred to me that we should have delegated the corpses butchered, even if none of us really have the experience someone could have been drafted with a few sharpened stones to do the dirty work. Squeamish as I am I would have volunteered to do the job for the good of the fortress if I'd remembered. Ah well. A tongue and a brain I may have but that doesn't mean they always see the best of use! Heh.

I'm also putting a note here to remind myself to remind Frog to seal off our new chute into the volcano with a lockable door or a few, I didn't see anything of the sort while touring the area. A precariously dug entry port into the airspace above an active caldera is always welcome, don't get me wrong, but nasty flying things may be able to access our fort through the chute if it remains unguarded, and heaven knows what sort of havoc will be wrought if even one of those twisted monstrosities plumbs the depths of our humble abode. As father as said:

"They can get in anywhere. ANYWHERE."

He was always a bit more frenzied looking whenever that quote came to his mind. At least we always had locked doors when I was growing up! And more locked doors behind them.

Ribbon,
2nd of Galena

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **mikethete** on **July 14, 2015, 08:07:41 pm**

sign me up for a turn, and i'd like a male speardwarf or miner

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 14, 2015, 08:11:29 pm**

Spoiler: [Urist's Field Handbook for the Wary Wanderer](#) (click to show/hide)
(All information in this article has been reviewed and verified as absolute truth on behalf of His Gaudiness by the Royal Archivist.)

Banshees

These wicked gray-skinned, green-haired female thralls of evil gods dwell in cursed swamps, eschewing civilised society in favour of a loose collection of tribes that constantly squabble over hunting territory and send frequent raids to neighboring communities. Little is known about their heathen culture, as all who venture into their territories are brutally-executed without question, but interviews with banshee prisoners have resulted in some small details being revealed, albeit grudgingly. They appear to have a pantheon-based religion much like our own, although the gods they worship are twisted and false, and are in fact devils in disguise, which is evidenced by the fact that their gods command them to kill and destroy nearby entities simply for the crime of existing, diplomacy being too high a concept for these fiends to grasp. Their society is uncivilised and amoral, with no concept of law save for a flimsy system of tribal loyalties in which betrayal is punished by death. They are a savage, base race, without respect for customs or law and order.

Banshees are ill-tempered even at the best of times; those that have been assimilated to our culture are uniformly cold, disinterested in helping the community, and hostile to socialisation, and are generally end up as dregs of society feeding upon the labours of decent folk like parasites. Unlike our hardy, beautiful dwarf women, these hags are generally too frail to do hard labour in the gulags, and so are typically kept as petty household slaves such that they may be forced to contribute in some small way to our glorious society.

There are lingering rumours floating about that he-banshees do in fact exist, and simply look identical to the women, even -- in an

atrocious blasphemy against Armok's design -- lacking beards. The Royal Archivist would like to state definitively that these rumours are absolutely, objectively false and that any who continue to spread such blatant falsehoods will be subject to disciplinary measures. Banshees are sexless and have no concept of love or romance, animating their spawn from reeds and swamp muck using strange and evil magic and promptly setting them loose upon the landscape.

A banshee's most foul trait by far, however, is its scream, a vile, toneless cry that travels through stone and flesh and rends the very soul of those who hear it, potentially causing agonising spasms that wrack the victim's entire body. Though a banshee appears to need time to prepare before unleashing the scream -- likely by invoking fell sorceries -- once ready it can cripple a dwarf in seconds. This makes imprisoning them rather complicated; the current procedure is to surgically-incapacitate their vocal cords, although this requires them to be secured and restrained first.

As they are generally too much trouble to take prisoner and are not worth the effort of rehabilitating to a civilised society, and are easy enough to meet in combat on account of their frail physiques, the current advisory to security personnel is to simply kill all banshees before their screams become a nuisance to the proper functioning of the settlement.

(Views expressed by the Royal Archivist and her scribes do not in any way reflect my own)

E:

@Ribbonfree:

Woo! Characterisation! Also, noted; I will put a door on the chute (although part of me was hoping nobody would notice and we'd get pretty much exactly the disaster you're alluding to)

Although... I think you might have cut off a bit by accident? Your post ends with "2nd Galena" but doesn't continue after that...

E2: Wait nvm I read it wrong :V Got so used to my own format I didn't even notice you were putting your dates *after* your posts.

@mikethete:

Acknowledged

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **piisskop** on **July 14, 2015, 09:02:01 pm**

I have a custom CDI that goes through walls. And targets everyone ever. do these banshies target a set number of dwarves per scream, or can they effectively scream so much/fast as to target all within range?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 14, 2015, 09:04:24 pm**

Quote from: piisskop on July 14, 2015, 09:02:01 pm
I have a custom CDI that goes through walls. And targets everyone ever. do these banshies target a set number of dwarves per scream, or can they effectively scream so much/fast as to target all within range?

They only target one dwarf per scream. A bit weird and unintuitive, but it beats having half of a 200-strong fortress collapse into a screaming heap because 100 banshees showed up and started caterwauling simultaneously.

I kind of conceptualise their scream as being a sort of supernatural thing that functions more like a curse than an actual vibration propagating through matter. If you "hear" it -- it feels like a sort of thrumming in your ears, like a tiny insect flying around your head -- it means you've already fallen under its power (although it may or may not take effect).

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 14, 2015, 09:07:29 pm**

I'd say it's fair. Because any random dorf could be the target, it's still a priority to eliminate the banshee. Plus I think the scream in mythology heralded the death of someone in particular, not just any shlub who hears it.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 14, 2015, 09:11:56 pm**

Their screams did in fact cause instadeath by catastrophic bleeding (1% chance per scream) in the original concept, if I recall correctly (the version linked in my mod thread that I uploaded ages ago may still use this), but I decided that was a bit too harsh, hahaha. Now they just cripple dwarves for a good month or so (10%* chance per scream, I think, and they can scream roughly twice a month) if the scream is successful.

*Corrected, I got it wrong the first time

E: It occurs to me that they might end up targeting livestock with their screams as well, so if you have like 200 cats milling around it should absorb a bit of the blow, so to speak.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 14, 2015, 09:20:02 pm**

I remember those ones. I never tried them out because I didn't want my soldiers suffering from bitched-to-death-itis.

But yeah, I think the version you're using here more closely fits with the mythology of them, since banshees aren't the ones who slay, merely the messenger that someone will *be* slain, and in a battle, a crippling effect pretty much guarantees that.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 14, 2015, 09:22:55 pm**

Quote from: Splint on July 14, 2015, 09:20:02 pm
I remember those ones. I never tried them out because I didn't want my soldiers suffering from bitched-to-death-itis.

But yeah, I think the version you're using here more closely fits with the mythology of them, since banshees aren't the ones who slay, merely the messenger that someone will *be* slain, and in a battle, a crippling effect pretty much guarantees that.

And let's not forgot how having a bunch of critical workers become incapacitated can screw a fort.

Yeah, I decided that temporarily crippling the victim would be better, as it'd still be enough of an irritant (and legit danger once banshees start turning up in the hundreds and can knock out a good 12 dwarves with one wave of screams) to drive the player to get rid of them quickly while not being so frustrating if a random banshee thief happens to pick off a dwarf by sheer bad luck in passing.

E: Now beginning the autumn leg of my playthrough.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 14, 2015, 10:14:42 pm**

@Mr. Frog: Wow. Jeff is NAWT a hippy.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 14, 2015, 10:17:19 pm**

Quote from: cherry-hearts on July 14, 2015, 10:14:42 pm
@Mr. Frog: Wow. Jeff is NAWT a hippy.

Sorry about that. orz Kinda figured I'd get into trouble at some point since I was putting so many words into peoples' mouths with my updates.

I can go back and fix it if it's really bugging you. Do you have any suggestions regarding what he'd actually say?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 14, 2015, 10:18:44 pm**

Quote from: cherry-hearts on July 14, 2015, 10:14:42 pm
@Mr. Frog: Wow. Jeff is NAWT a hippy.

Aww come on, every group needs one guy like that.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 14, 2015, 10:21:05 pm**

Quote from: Splint on July 14, 2015, 10:18:44 pm
Quote from: cherry-hearts on July 14, 2015, 10:14:42 pm
@Mr. Frog: Wow. Jeff is NAWT a hippy.
Aww come on, every group needs one guy like that.

Meh, it's their character and if that's not how they want them portrayed I'm cool with that.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 14, 2015, 10:35:13 pm**

On a lighter note, I am actually baffled that I didn't know shields could be made of wood, as "make wooden shield" is literally the first option at the carpenter's shop...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 14, 2015, 10:43:23 pm**

Yup, yup it is. The main issue tho, is when you make them and don't upgrade fast enough, and your best military dwarves become "attached" to a +wooden shield+ and won't switch to anything better.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 14, 2015, 10:48:42 pm**

I don't think it matters, though? Like, I am the last guy to ask about DF's military system, but I think a shield's material doesn't actually impact its performance at all. Splint would need to corroborate this before I'm willing to take it as gospel, though.

Come to think of it, wooden shields might actually be *better* as wood is much lighter than metal, which means dwarves will be encumbered less when wielding it.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 14, 2015, 10:56:08 pm**

Quote from: Taupe on July 14, 2015, 10:43:23 pm
Yup, yup it is. The main issue tho, is when you make them and don't upgrade fast enough, and your best military dwarves become "attached" to a +wooden shield+ and won't switch to anything better.

Well, unless you manually strip it from them. And since it's easier to level a carpenter than it is to level an armorer, it's easy to have a carpenter consistently belch out masterwork and excellent wood shields

Quote from: Mr Frog on July 14, 2015, 10:48:42 pm
I don't think it matters, though? Like, I am the last guy to ask about DF's military system, but I think a shield's material doesn't actually impact its performance at all. Splint would need to corroborate this before I'm willing to take it as gospel, though.
Come to think of it, wooden shields might actually be *better* as wood is much lighter than metal, which means dwarves will be encumbered less when wielding it.

Material only matters at present when the shield is used offensively. So if weight or materials are a concern, wooden shields are the way to go.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 15, 2015, 12:31:14 am**

Quote from: Mr Frog on July 14, 2015, 10:17:19 pm
Quote from: cherry-hearts on July 14, 2015, 10:14:42 pm
@Mr. Frog: Wow. Jeff is NAWT a hippy.
Sorry about that. orz Kinda figured I'd get into trouble at some point since I was putting so many words into peoples' mouths with my updates.
I can go back and fix it if it's really bugging you. Do you have any suggestions regarding what he'd actually say?

Naw, you don't have to go back and change anything, just remember that he is most-certainly NAWT one of those damn dirty hippies responsible for us losing Vietnam. I was going for more of a stoner-vibe, tbh.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **ImagoDeo** on **July 15, 2015, 02:10:06 am**

This sounds fun, and I've been looking for an excuse to delve back into 34.11 for a while now. May I perchance be added to the turn list?

I'd also like to be dorfed ahead of time. If you can find a quiet dwarf who keeps to himself, that'd work, but I'd prefer to be male in any case and not in the military (since I'd like him to survive to my turn at least). Name him Tankard.

I shall look forward to this.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Noel.se** on **July 15, 2015, 04:01:15 am**

No deaths during the first two seasons? Well this is going better than I expected.
Could you please include my dwarfs Traits and personality screen during the next writeup, if it's not to much trouble?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 15, 2015, 05:15:00 am**

Can I have a dwarf too? Name her Lizzy (Lazarus if male), with the custom job title, "Janitor". So, basically, any non-military dwarf will do. I probably won't do much writing, but if you wish to add them to the story, here's some notes:

She's quite unemotional, if not mildly autistic. Lizzy spends most of her time doing cleaning duties around and outside the fortress, far from other dwarves. She's quite smart and has a sence humor, but lacks any useful skills exept for ones that help her with being a janitor. And she's also suicidally brave, because of reasons.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **4maskwolf** on **July 15, 2015, 11:38:10 am**

I would like a dwarf, a male smith of some kind named Wolf. I'll give you more story things when I get inspiration, but he tends to be the quiet type.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 15, 2015, 03:07:41 pm**

Ahhh people are actually getting interested in this; I legit was not prepared for that

Dorfung and turn list has been updated, autumn playthrough shall resume once I do some last-minute testing (just need to see if dwarves crippled by banshee screams will be rescued and hospitalised properly; if not, some emergency modding may be needed to prevent those affected from dying of thirst -- this literally only just now occurred to me)

~~E: Testing has concluded; crippled dwarves are not properly hospitalised, but as other dwarves still appear able to give them food and drink the worst this causes is constant job-cancellation spam. No action will be taken, although I apologise in advance for the annoyance.~~

E2: False alarm, **affected dwarves are hospitalised properly**; I just messed up and forgot to actually mark the beds as being in a hospital area :V Sometimes I enjoy being wrong

Quote from: Noel.se on July 15, 2015, 04:01:15 am
No deaths during the first two seasons? Well this is going better than I expected.
Could you please include my dwarfs Traits and personality screen during the next writeup, if it's not to much trouble?

Yep, yep.

We would've had a fatality if that fisherdwarf hadn't gotten ridiculously-lucky. *pouts*

E: Finished the Autumn playthrough; dorfed mikethete, pisskop, Monitor_Lisard, 4maskwolf, and ImagoDeo. It was extremely uneventful, though I did manage to immolate a fishery worker in the process of setting up the magma forges, which should prove amusingly-traumatic for my dwarf.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 16, 2015, 04:01:20 pm**

At this point just dwarf me as anything if you cant find a relevant dude

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 16, 2015, 04:15:07 pm**

Quote from: Taupe on July 16, 2015, 04:01:20 pm
At this point just dwarf me as anything if you cant find a relevant dude

Sure, although... it's only been two seasons :V There's lots of time. Probably seems like more since I've been going so slowly, though.

Autumn writeup is about a third done. I wasn't feeling very well yesterday, so I didn't get as much done as I'd have liked.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 16, 2015, 05:14:30 pm**

Also @**Noel.se** here's your dwarf's profile:

Spoiler (click to show/hide)

FPS: 500 (50) \Noel' Logensedur, "\Noel' Paintedgeneralds", bookkeeper

\Noel' Logensedur has been quite content lately. He slept uneasily due to noise lately. He dined in a great dining room recently. He has been satisfied at work lately. He was disgusted by a niasma lately. He talked with the spouse lately. He was caught in the rain recently. He admired a fine Door lately. He is married to Rakust Gateperplex. He is the son of Besmar Booksabre and Olin Brasslabors. He is an ardent worshipper of Tunam and a worshipper of ók Cradledsave.

He is a citizen of The Torrid Lash. He is a member of The Everlasting Bodices. He is a former member of The Cunning Furnaces. He is a former member of The Peaceful-Faith of Mirth. He is the bookkeeper of The Everlasting Bodices. He arrived at Rvédonol on the 15th of Malachite in the year 201.

He is sixteen years old, born on the 8th of Opal in the year 185.

He is fat. His hair is extremely long. He has a round chin. His head is narrow. His sepia skin is wrinkled. His nose is slightly upturned. His somewhat tall ears are somewhat broad. His hair is golden yellow. His eyes are heliotrope. He is slow to heal and quite clumsy.

\Noel' Logensedur likes claystone, nickel silver, black zircon, fire imp leather, the color cinnanon, mittens and chimpanzees for their antics. When possible, he prefers to consume seven brew and dwarven wheat flour. He absolutely detests fire snakes.

He has a sharp intellect, a good memory, good intuition and a feel for music, but he has poor focus, a little difficulty with words and a poor ability to manage or understand social relationships.

He occasionally overindulges. He makes friends quickly. He lives life at a leisurely pace. He is not a risk-taker. He is very straightforward with others. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 16, 2015, 08:08:39 pm**

The Diary of Mr Frog Thusestdeler, Stoneworker

1 Limestone 201

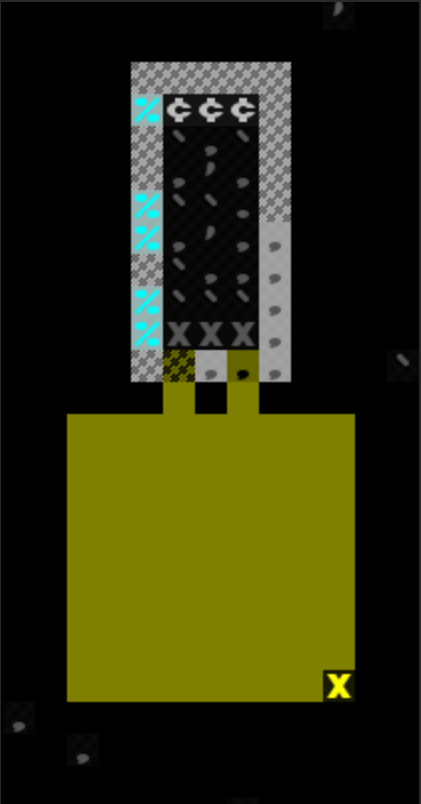
Agh! Everything's happened all at once! I asked the other dwarves over dinner if they had any ideas about how I should run the fortress - just trying to be leaderly, y'know? -- and it's like I opened a stopper or something! Next thing I knew, I had Splint yelling in one ear that our defenses are "completely fucking inadequate" and Ribbon somewhat-more-politely shouting in the other that our garbage disposal is unsafe and we need to put a door over it before something flies in and... and really badly hurts somebody! I don't even know what to do about that first one -- I can't even find the pointy end of a spear, let alone set up a military!

Fortunately, I can totally handle the second one. Doors. Doors are something I can understand. Doors don't cut a huge gash in your leg because you were swinging it clumsily. I don't think you're even supposed to swing doors around at all, actually! I *like* doors. Gonna go make some doors.

UPDATE: That... that calmed me down a bit.

Or at least it did, until Splint found me again and started describing in graphic detail what'll happen if I don't get him some proper equipment and facilities in time -- it apparently involves quite a lot of having our flesh torn directly off of our bones by the Spawn. He's... he's very descriptive. I could almost feel them chewing on me as he described it... Br.

I *did* manage to catch what he'll need to make a proper sparring hall somewhere in that mess... Apparently he'll need a big room with a weapon rack in for some reason; I asked him why he can't just use an empty room and that it'd probably be safer, and he just puffed and said I wouldn't understand. He's got that much right, I don't understand any of this. Still, he's totally gonna get that room:



I put it near the gate... hatch... things, so that they won't have far to go if something happens and we need them to defend the fort quickly!

Also, I thought I remembered the engraver's name, but it turned out that "mikethete" was actually Splint's speardwarf buddy... I'll figure out his name eventually! Probably.

5 Limestone 201

I was wondering why I was so thirsty, and then I realised that we had no drinks left! This is terrible! ...Especially because it's not safe to step out for a drink, and all there are are mucky ponds anyways... I run around looking to find Ribbon, only to find her in the dormitory:



I didn't want to wake her up, so I left a sticky-note on her face asking her to please make us some drinks at the still whenever she's able to. That's okay, right? She batted at it a few times, but she didn't wake up, so yay!

I hear there's usually clean...ish water in the caverns... maybe I should go mining deeper down? It tastes a bit... stanky, but cavern water's better than nothing if we have an emergency later...

13 Limestone 201

I put in that door on the garbage disposal that Ribbon wanted:



This'll probably make her feel a lot better! I know *I* feel a lot safer! We still need a couple doors to finish the barracks, though, so I'm heading back down to make them.

On the way there, I ran into Ribbon, who was hauling some furniture. I asked her why she wasn't at the still, and she asked *me* why I never gave the order to make more booze when we've been running low for the past "1.85714285714" weeks (?????). Oh... oh dear! That sticky note must've fallen off or something! I-it wasn't my fault, though! I couldn't just wake her up, and I did my best to get the order through quickly, but now she thinks I didn't give her the order at all! Oh... oh... She didn't seem all that angry, but I must look like such a gigantic bonehead now!

I told her to just drop the barrel and to get to work brewing. She did, although she looked a bit... uh... flummoxed? I think that's the word. Flummoxed, yeah. Oh, I must look like such an idiot..!

16 Limestone 201

I asked Gwolf2ki to keep digging straight down from our central staircase and to not stop until he hits a cavern. Aside from the whole thing with the drinks, we'll also need water for a hospital in case someone gets injured! I've been screwing so much stuff up, but I'm not going to let anyone here get hurt if I can help it! Not on my watch, nope!

24 Limestone 201

Um... well, this is awkward. Gwolf just came up to me and told me that he had kept digging down and down until the rocks got too hot to dig through:



But he didn't find a cavern layer! Not even an echo in the walls! So much time wasted... I keep hearing what Splint said about the Spawn and the flesh-ripping echoing in the back of my head...

I was going to have him dig another exploratory shaft, but a few seconds later Noel comes up to me all flustered-like and asks me how I expect him to do any of the bookkeeping he doesn't know how to do without even an office to work in. ...That's a very good question, Noel. Um. I quickly ask Gwolf to do and dig him a nice, big office space to work in across from the dormitory:



The barracks are completed now:



So I had Splint help me fill out the paperwork to zone it as a training area and set up the squad's training schedule. He and mikethete start right away as soon as we're finished filing everything under one of the beds (we don't have any shelves or cabinets or such here, so I had to be resourceful). Oh, it was terrifying! I could hardly bear to watch! Don't they realise those were real weapons they were sparring with!? And they have no armour! If they'd misjudged even a single strike... Ohhh!:

The Speardwarf strikes at The militia commander but the shot is parried!
The militia commander strikes at The Speardwarf but the shot is parried!
The Speardwarf counterstrikes!
The Speardwarf misses The militia commander!
The militia commander strikes at The Speardwarf but the shot is parried!
The Speardwarf counterstrikes!
The Speardwarf stabs The militia commander in the left upper arm with her (copper spear), lightly tapping the target!
The militia commander stabs The Speardwarf in the right hand with his (copper spear), lightly tapping the target!
The Speardwarf stabs The militia commander in the right upper leg with her (copper spear), lightly tapping the target!
The militia commander strikes at The Speardwarf but the shot is parried!
The militia commander stabs The Speardwarf in the right lower arm with his (copper spear), lightly tapping the target!
The militia commander stabs The Speardwarf in the right hand with his (copper spear), lightly tapping the target!
The militia commander strikes at The Speardwarf but the shot is parried!
The Speardwarf counterstrikes!
The Speardwarf strikes at The militia commander but the shot is parried!
The militia commander strikes at The Speardwarf but the shot is parried!
The Speardwarf counterstrikes!
The Speardwarf stabs The militia commander in the left hand with her (copper spear), lightly tapping the target!
The militia commander bashes The Speardwarf in the right foot with the shaft of his (copper spear), lightly tapping the target!
The militia commander strikes at The Speardwarf but the shot is parried!
The Speardwarf counterstrikes!
The Speardwarf misses The militia commander!

Splint just called me a pansy and said I was fretting over nothing. I... I guess... If he says so... Also, mikethete just recorded some "biting practice" into his training log, which... scares me even more, I think:

'mikethete' Atheldallith.
" 'mikethete' Ringriddled"
♀

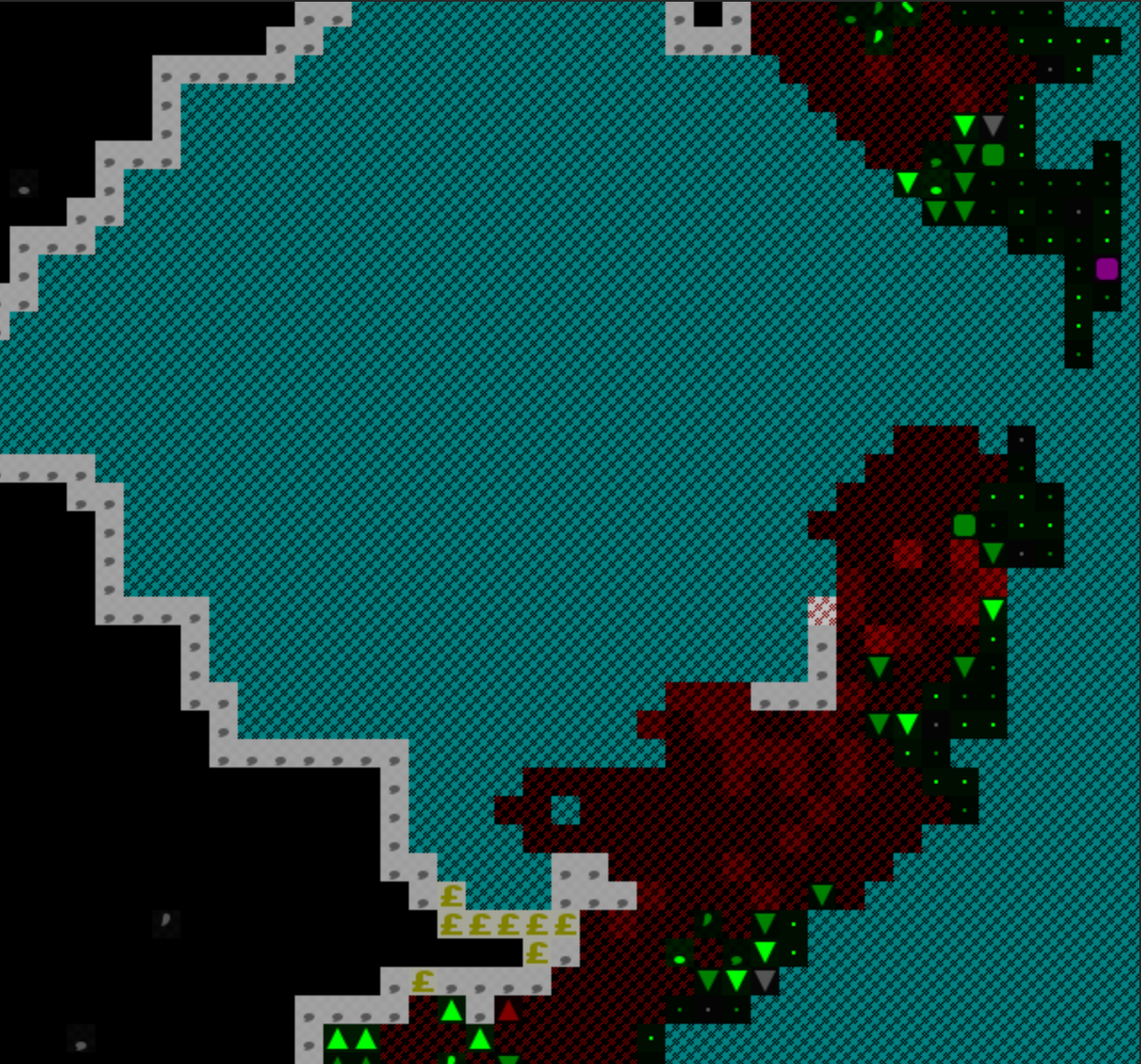
Spar
Skilled Speardwarf
Dabbling Fighter
Dabbling Wrestler
Dabbling Biter
Competent Dodger

In any case, our military now has a place to train! We're that much safer from the flesh-ripping, right? *Right!?* ...Oh, we aren't safe at all yet, are we!? We only have two soldiers, and neither of them are armored at all... Armor... we need armor! But... how..?

I just realised I hadn't actually installed those pretty statues I and mikethete made in the dining hall! Gonna go put in an order to have that done now.

Speaking of... we need furniture for Noel's office, so I called out for mikethete to do it... only to remember that he's up training with Splint now! Ahh! Can't distract him from that! With a heavy heart, I stop carving mugs (even though I'm getting pretty good at it, I think!) and start working on the things we need -- a chair, a table, and a door, I think?

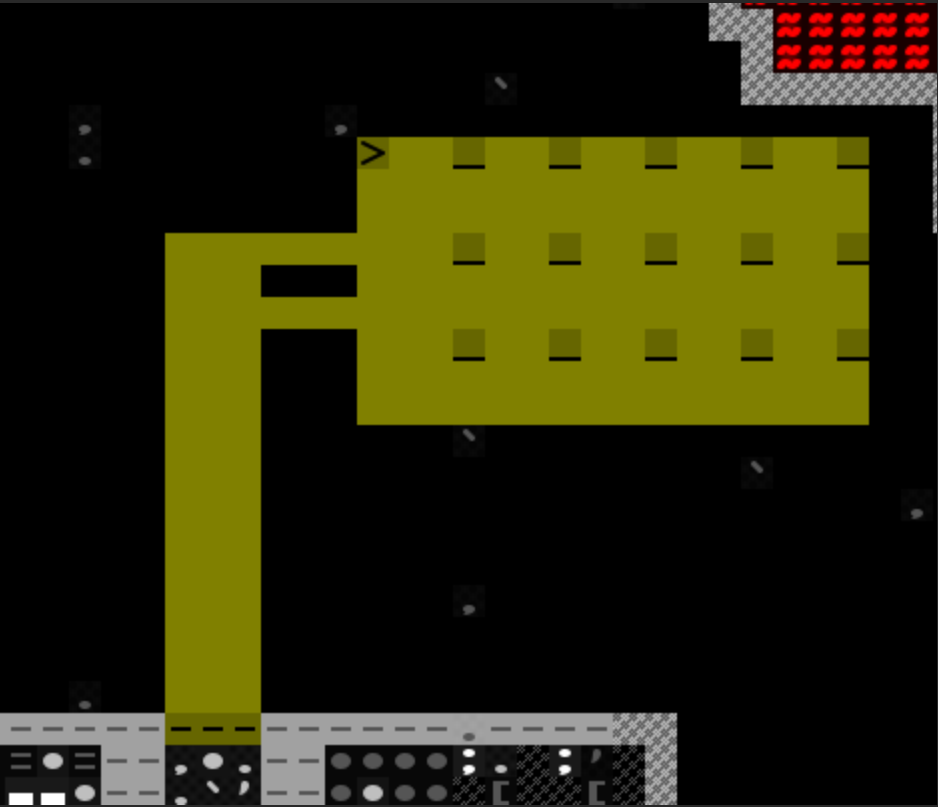
UPDATE: I... I don't even know what to make of this! One of those awful clouds just came up out of the volcano! It's pouring out over the sides even as I write this! Could that be where they've been coming from all this time!?:



B-but the Literature very clearly states that volcanoes are supposed to be holy upwellings of Armok's fiery gifts! How could something so vile come out of this one!? Is... is Armok still angry at us after all these centuries!? Weren't They punishment enough!? Perhaps... is he angry at my cowardice? I...
...I think I need to lie down again...

7 Sandstone 201

Splint's warnings about the Spawn are still echoing in my ears, even now... I've been so negligent! I can't let any of these poor dwarves get hurt! I'm ordering a magma smithy to be dug out with channels underneath feeding from the volcano... I don't know how I'm going to safely tap into the volcano itself, but... I have to get this done! We need some armor produced right away:



Also, I'm happy to announce that Noel's office is finally complete! It's so opulent, he should have no trouble at all counting all of our stocks to the highest precision possible like I just asked him to:



I even drew some pretty pictures on the wall for him! I have no idea why he looks so flustered! He'll get the hang of stock-counting soon, probably!

Another migrant wave has arrived! Fortunately, there's nothing in the way of poisonous clouds of evil incarnate or misshapen crimes against Armok's design floating about the landscape at the moment, so they make it in without any trouble at all! Still, they look... a bit worse for wear. I talked to one of them, and it sounds like they were in the same party as the last one but got separated a bit back, and only managed to get here through sheer luck! They also made sure I knew that none of them resorted to cannibalism to survive, which is awesome! Cannibalism is terrible! There's four of them: a marksman-cum-bookkeeper named **piisskop**, a metalsmith named **Wolf**, a fishery worker named **Lizzy**, and a clothier named **ImagoDeo**. I don't have the heart to tell poor Noel that we have a proper clerk now and don't need him anymore, so it looks like pisskop is going to be a marksman as soon as I can get an archery unit set up.

I... I've decided... I need to get that magma forge up and running. Whatever it takes. We can't afford to not have decent equipment for much longer. Not with all the horrors outside breathing down our necks.

I took that fisherdwarf that got lucky with the parrot last season aside, because I think... we'll need some of that luck for what I need her to do, and if something goes wrong, I don't want to lose our engraver -- a fisherdwarf, though is... not important:



[the authour's handwriting changes; the letters are much deeper and rougher -- the authour was obviously applying much more pressure to the pencil than usual]

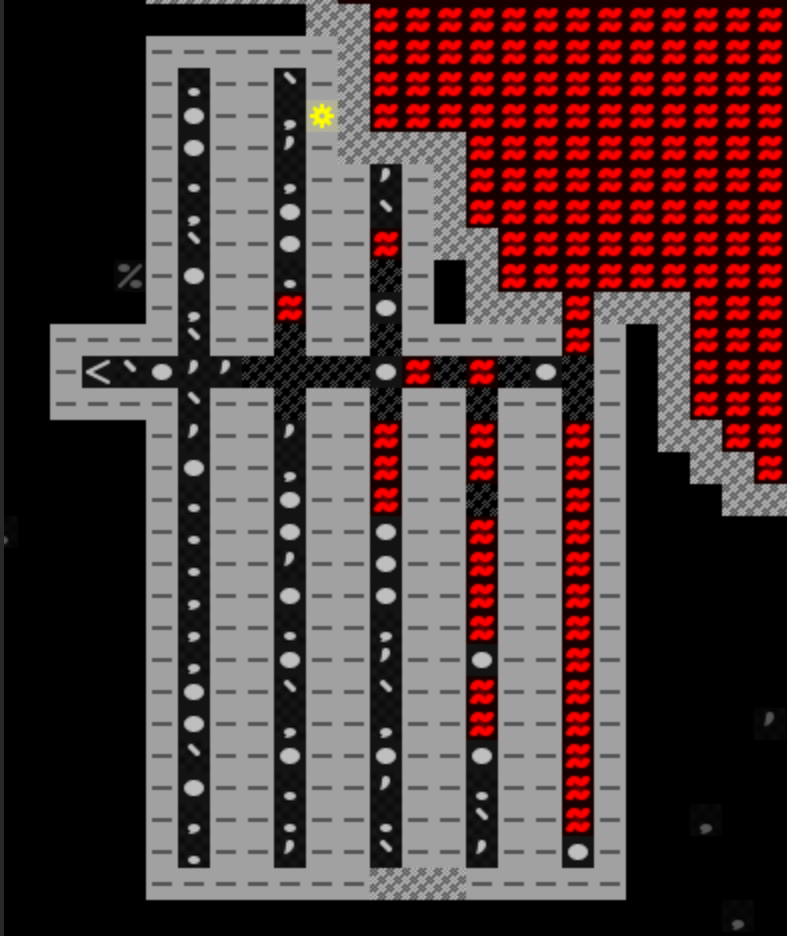
I took her down into the magma channels and pointed at the bit of stone separating it from the volcano shaft, and I told her to... carve a little hole into it. And run. She was scared to do it, so... I threatened her. Told her I'd send a report back to His Gaudiiness that she'd been spreading treasonous rumours. I didn't know what to do! I didn't even know what I was going to say! But she bought it, and so she dutifully smoothed out the stone and began carving out a hole for the magma to come through:



My stomach twisted into a knot as she chipped the last bit of red-hot stone away and the magma started gushing out... it moved so fast... she tried to run away, but...



She screamed in agony as the magma lapped at her heels, setting her aflame, her eyes pleading for me to do something, anything, to save her... before she was swallowed by the magma entirely, silencing her forever:



Maybe she's still screaming in there? I... can still hear her, I think? Oh, oh...

On the other hand, our magma forges—[there is a deep streak; the author likely snapped their pencil from pressing too hard] forges are ready to be built, so that's good

28 Sandstone 201

Now that we have magma, you know what we need now!? Ore! I've ordered a bunch of exploratory mines to be dug! We'll find some ore with the exploratory mines!

6 Timber 201

R~! Inodsherik, Fishery Worker has been missing for a week.

Jeff asked me where R~went, since he hadn't seen her for a while! I told her that she's still around! I wasn't lying! She's still here! I can still hear her sometimes so that means she's still alive!

12 Timber 201

The outpost liaison Rakust Dodókthob from Shakethmeng has arrived.
A caravan from Shakethmeng has arrived.

Oh, good! We'll be able to tell them allllll about how good we've been doing here! And maybe give them some mugs, too! Gifts are fun! Maybe... maybe if we give them enough they'll let me come home with them so I won't have to hear her screaming anymore!

Maybe if I put some workshops over the magma holes, it'll drown her out a bit:



UPDATE: It worked!

Also, since we don't have a broker and we need a broker to trade I've decided to elect Whatshisname (I DON'T EVEN CARE ANYMORE SO THAT'S HIS NAME NOW) to be the broker since he's so fucking multitalented and I can't even keep a single person from d~

15 Timber 201

Merchants have arrived and are unloading their goods.

Hopefully they have earplugs! I told the others to go and take a few bins of mugs out up to the depot, past the floor hatches. Hopefully they won't be killed by Spawn!

19 Timber 201

The outpost liaison wants to meet with me, 'cuz I'm the expedition leader and all, and he needs to talk to me about our progress, but nope! Can't do that! I need to find iron ore! I'm just going to pretend he's not there until he goes away!:



Cant get distracted, after all! This is important work!

24 Timber 201

The merchants are ready to trade, ahaha! They won't take me home with them and now they have guards watching the wagons after they caught me trying to hide in one of them, so I traded three bins of mugs for a few bundles of wood (they only had a few but that's okay! We'll just send a woodcutter to cut down some trees if we need more! They won't be hit by the gas and even if they do a super-strong monster dwarf swinging an axe around won't be any trouble at all for our military even if we *never* find them better equipment!!!), booze, some buckets and some cloth and leather! Whatshisname is such a good negotiator! Maybe I'll be as good as him someday!

28 Timber 201

Where is the ore where is the ore WHERE IS THE ORE

The prospector told us there'd be hematite in here somewhere! WHERE IS IT!? I CAN'T FIND IT! I can't even find the caverns! WHAT KIND OF USELESS MINER AM I!?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 16, 2015, 08:39:28 pm**

Kinda wish I'd been able to take care of actually setting up the magma smelters myself (or at least getting the mama in.) Because deaths scare people away, and that useless fishery worker would have been useful later on... Damn. Ah well. Just lucky it was only one loss I guess.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 16, 2015, 08:49:42 pm**

It's particularly stupid because I realised after the fact that I could have either a) dug down to the magma sea or b) just build the workshops around the volcano's rim since it's fairly-recessed and would be decently-sheltered from attackers. Still, I got to give my dwarf a mental breakdown, which is always fun.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 16, 2015, 09:43:30 pm**

@Mr Frog: Why do you get so many of the dwarves' sexes wrong in your updates? First you call the fisherdwarf a male in the second update, and now you're calling the clearly-female mikethete a male too.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 16, 2015, 09:46:27 pm**

Everyone defaults to male when referring to a dwarf for a variety of reasons, and in these games it's because most players are male and it's assumed the dwarf will be treated as such too.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 16, 2015, 09:48:52 pm**

I'm not really paying very close attention to the genders. I might go back and fix it in the earlier update because it's really bugging me too.

Although, mikethete was a legit mistake on my part; I honest-to-christ thought they were male and didn't realise until you pointed it out. My bad.

E: I think it mostly has to do with the fact that during normal gameplay I literally do not pay any attention to gender at all unless I'm trying to avoid my soldiers having babies (because that will 99% of the time result in said baby getting shish-kebab'd). So I'm not really used to having to individually sex every dwarf that comes in. And, as Splint pointed out, 99.99999% of dwarves in fiction are male or at

the very least masculine-presenting so I tend to default to male when referring to them.

E2: Gonna try to get in a couple weeks of winter before going to bed.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 17, 2015, 01:37:25 am**

Got about 3 weeks of play in. We are officially the proud owners of a hematite vein. Aww yeee

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 17, 2015, 03:07:49 am**

Spoiler (click to show/hide)



IRONBOYS

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Noel.se** on **July 17, 2015, 04:43:20 am**

Ah, our first death!

Diary of Noel Logemsedur, bookkeeper of Clobbermountains

10th of Sandstone, year 201
I managed to get my own room! It's just a small office, but considering the fortress I live in it's pretty fancy. Clobbermountains... I remember that the first thing i noticed after arriving in this place was the smell - An unholy combination of rotten flesh, smoke and sulfur. I eventually got used to it. The Overseer seems to be inexperienced and nervous, but he's managing this place well enough. I'm the bookkeeper now, which is great. It's a safe and relaxing job and I'm swiftly becoming good at it.

26th of Sandstone, year 201
Rakust has gone missing. I asked around and no one has seen her. Come to think of it, I haven't seen her since they completed the magma channels. I'm really worried, where is she? I can't find her! She was really anxious ultimately, but she didn't tell me why. When I asked the Overseer he became even more nervous than usual. "Oh, s-so you are her husband?" he said. He gave no definite answers to my questions. What is going on?

[The writing becomes shaky and barely readable]

26th of Timber, year 201
Rakust is dead. I haven't seen her since a month. This is the Overseers fault! That despicable son of a [unreadable]. I will confront him and in Tumams name, this time he'll better have an excuse ready. I won't just let him get away! I won't! ...Who was our engraver again? I'll have to ask ... for a memorial slab...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **4maskwolf** on **July 17, 2015, 11:18:44 am**

Diary of Wolf, year 201

Entry 15, 18 Sandstone

Thank Armok we made it.

I don't know how long we were travelling for, living in fear of the holisitc spawn that lurk the lands. How long it has been since the four of us got separated from the main group without a map, unsure of where we needed to go. But yesterday, we finally arrived at Clobbermountains, somehow beating all odds and making it to our destination, if several months late.

The dwarf in charge, Mr. Frog, seems... odd? eccentric? There's a word for it. Upon hearing our story, the first thing he wanted to know was whether we had resorted to cannibalism! I mean, what kind of nonsense is that. We're not elves: at least, I hope none of us are.

Me personally, I'm just glad to be inside of fortress walls instead of exposed to the elements. As long as Crazy McNutcase doesn't boot me out of the fortress or order me to do something stupid, I'm perfectly willing to do as he says for as long as he's in charge. It's just great to be inside of a mountain hall instead of wandering amongst trees and bushes.

Entry 16, 28 Sandstone

Excellent. Today, Mr. Crazy announced that now that we had fully-functioning magma smelters and forges, he would lead a search for iron ore to allow us metalworkers to properly use the forges. There have been disquieting rumors going around about how we got the forges powered, but I don't believe a word of them. Even our crazy overseer wouldn't be crazy enough to sacrifice a fellow dwarf.

Entry 17, 12 Timber

So apparently some merchants arrived today. That's great and all, but I STILL DON'T HAVE MY ORE. Like, seriously, is it that hard to find ore? NO! NO IT ISN'T!

Maybe this guy isn't cut out to lead us after all.

Entry 18, 16 Timber

I spent most of yesterday hauling crap to the depot for trade. Again, all well and good, but in order to do my job I need ore, and apparently our expedition leader can't find it. Fantastic.

Entry 19, 28 Timber

Still no ore. I'm beginning to wonder whether the expedition leader was just lying about trying to find ore.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 17, 2015, 03:07:59 pm**

Woo, journalises!

@Ribbon
Quote

Can Remove Jungle

I think my dwarf would like that at this point

@Noel:

RIGHT. SLABS. I forgot those were even a thing.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 17, 2015, 07:01:01 pm**

Jeff's Journal, Entry 2:
So, we having dinner last night, and man everyone was yelling. Dude, it was like, Ribbon was yelling, and Splint was yelling and I was just sitting and was all like: "I have no idea what's going on." Everyone's so tense recently because of the boss' decisions; they'd all be a lot chiller if I had the plants I need.

Jeff's Journal, Entry 3:
So I haven't seen that hot fisherdwarf in a while nowâ€”it's been at least a week. I asked the bossman, and he said that she was still around, but I think she might have packed up and left. Bummer, 'cause I was gonna, like, propose to herâ€”or something.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 17, 2015, 09:06:38 pm**

Quote from: [cherry-hearts on July 17, 2015, 07:01:01 pm](#)

So I haven't seen that hot fisherdwarf in a while now

Quote

that **hot** fisherdwarf

Quote

!!hot!!

Totally hot. Like, to death, bro.

My playthrough is now finished [scattered applause]. I've started on armor production, but Splint's going to have to do most of the heavy lifting with regards to military matters. We're not exactly living in the lap of luxury, but we're alive and have had no more fatalities or major incidents.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 17, 2015, 09:08:12 pm**

Awesome. I look forward to militarization.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 17, 2015, 09:13:25 pm**

Quote from: [Splint on July 17, 2015, 09:08:12 pm](#)

Awesome. I look forward to militarization.

I honestly wasn't sad at all about not getting all the military stuff up on my turn, because I knew it'd be the equivalent of handing a beaver a whole fucking forest and whispering seductively: *"It's all yours, do as you wish"*

E: Final writeup a third done.

E2: Heading to bed now. Progress on writeup is approx. 75%, not counting potential editing since there's a lot here I'm not sure of.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 18, 2015, 12:14:38 pm**

[Spoiler: A Secret Letter](#) (click to show/hide)

I hope this message finds you all well. The plan has so far been a rousing success. As expected, they believe that it was the result of a genuine clerical error and the man up top is too pig-headed to rescind the decision, even though it will likely result in disaster. Assuming the ladies play to our expectations, our problem will likely resolve itself within the next decade at most, given that the leadership here manages to build up a plausible threat. Fortunately, the current one looks like he won't last much longer. I'll see what I can do to ensure that all goes smoothly.

-- Herpes

Proper update to come probably pretty soon.

E: Realised something made zero sense so I fixed it a bit.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 18, 2015, 01:56:17 pm**

4 Moonstone 201

I still haven't found the HEMatite, but I know it's there! It has to be there! All the dwarves will be SO HAPPY when I find it and it has to be there!

7 Moonstone 201

The merchants are going to leave pretty soon! I've decided, though, that I'm going to stay here! The other dwarves need me here, and my Ma and Pa are going to be so proud of me when they find out I'm finally a hero like they wanted!! It's going to be so much fun! Hahaha! It's totally not because the guards were threatening to have me charged with treason and executed on the spot if I kept trying to climb into the wagons!!!!!!

8 Moonstone 201



See? I *said* there was hematite! That silly Wolf said I wasn't even looking, but I was, and I found it! He's going to be so happy when he hears about this!

Noel's been asking me odd questions about R— He seems to think she's dead! That's not right, though. I know she's still alive somewhere, and everyone will be so happy when she comes back from the trip she's been sent on! I sent her for a trip! She'll be back soon!!!

11 Moonstone 201

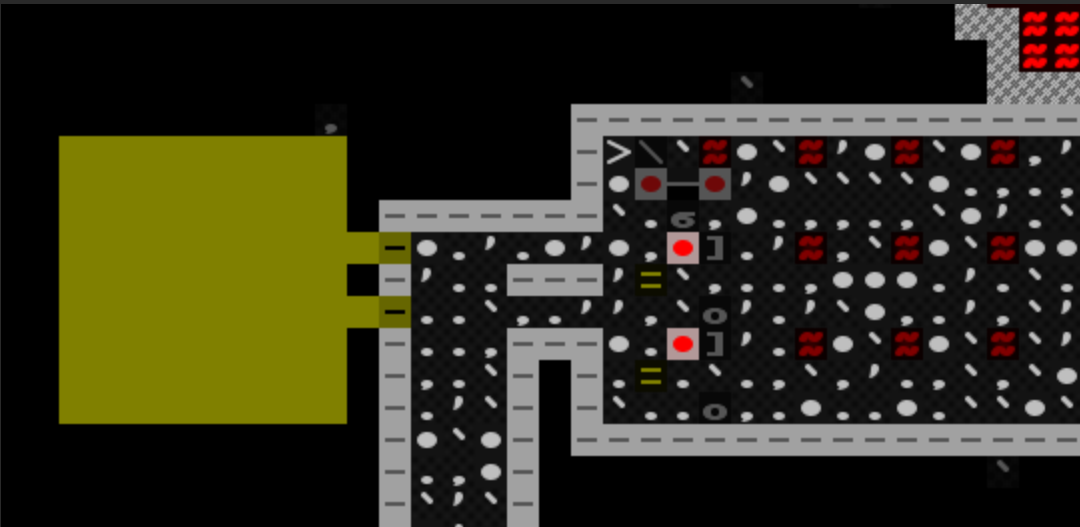


I went alllllll the way up to the workshop level to help with the f—, and guess what? The liaison followed me alllll the way up, too! He really wants to talk to me about how we've been doing! I want to talk too, because I want to tell the King all about the good we've done here, but I'm too busy! Too busy! Hahahaha! He keeps winking at all the girls as we pass by! What a silly guy!!!

The merchants are packing up and leaving! Boy, will they have some cool stories to tell of this place! The weather here is fabulous! The pink sky and the rusty clouds just complement each other like... like two foods that taste really good together!!! I BET WHATSHISNAME COULD COME UP WITH A GOOD SIMI-THINGY FOR THAT!!!!!!!!! MAYBE I'LL ASK HIM!!

13 Moonstone 201

I've put in an order for a couple of wheelbarrows, since we'll need them to haul up allllll the ore I'm going to dig up for the fort! Maybe that vein's going to go on forever and we'll be able to make all the armor we could possibly want! On the same note, I've ordered a stockpile for bars to be dug out across from the forges:



I'm going to fill it all up and everyone will be so proud of me that they'll totally forget alllll about Whatshisname!

That liaison's still following me! He's such a funny guy! Sometimes I have to climb around him to get through tunnels while hauling stones! It's not a big deal, though! I'm sure he's not wasting too much time and there won't be aaaaaaany sort of horrible flesh-ripping disaster because of him!!!!

Also, he keeps nodding at Splint as we pass by him, saying things like "Excellent work, commander" and "We thank you for your leadership." HAaha! That's right! SPLint *is* a better leader than me! The liaison is sO OBSERVANT!!

20 Moonstone 201

I finished the stockpile room! There's a bar stockpile over *here* and a pile for hematite rocks over *there*! I'm such a good organiser!!!! I'm such a good organiser that I'm *also* putting in an order to cut down trees outside *and* to finally get rid of that awful old wagon that brought us here:



Part of me wants to burn it BUT I GUESS WE NEED WOOD FOR SHIELDS RIGHT NOW so I just ask for it to be taken apart so we can use the scraps!!!! I'm so smart!!!!!!!!!!!!!!!!!!!!

RIght after I gave the order, the liaison tackled me to the ground and started the discussion I've been ~~avoiding~~ too busy to deal with until now:

Rakust Dodóktob: I an your liaison from the Mountainhomes. Let's discuss your situation.

I asked him why we were sent here, and he told me that it's because of a clerical error! I wasn't supposed to be the expedition leader and we weren't supposed to even come here in the first place! Hahahaha! Isn't that funny!?!?!? We've been stuck all the way out here in the heart of fucking darkness because some silly little clerk filed a form wrong!!!! FUNNY HOW FATE WORKS LIKE THAT, HUH!?

OH! OH! And that's not all! Apparently, since we've been doing so well for ourselves out here, *His Gaudiness says we might as well stay!* Isn't that fun! I get to stay out here with the evil clouds and the freakish animals and the no decent toilets and the ~—— and show everyone how good I am at being a hero even though I have no fighting ability or military experience and I keep fucking things up left and right! Won't that just be SO MUCH FUN!?

He then asked me what we wanted from the caravan next year!!! I just ask for some leather and spider silk and sapphires to make ~~ghost-proof undergarments~~ PRETTY CLOTHES from, since we already have allllll the iron ore we could possibly want!!! RIGHT?

Then he told me what the Mountainhomes will need from us:

Good	Price	Priority
leather waterskins	201%	---:0
earrings	118%	:0:-
rings	170%	--:0:
wooden bracelets	195%	---:0
meat	193%	---:0
shields/bucklers	185%	--:0:
powder	193%	---:0
scepters	190%	---:0
legwear	143%	-:0:-
toys	138%	-:0:-

I'll have to make sure to make lots and lots and lots of leather waterskins to please His Gaudiness! Not sure why he needs it but if he wants it then I should make it! HAPPY KING, HaPPY KINGDOM, right?

The liaison winked at Lizzy and asked her to write him as he left! He's such a nice guy!! She seemed a bit weirded out, though, and muttered something under her breath! SILly Lizzy!

23 Moonstone 201

I set up a bowyer's shop in the carpentry room! We don't actually have any bowyers, but we do have ImagoDeo who I asked very very politely to give it his best shot because if he doesn't we'll all be killed but THAT WON't happen because I know he's going to try his very har~—hardest!

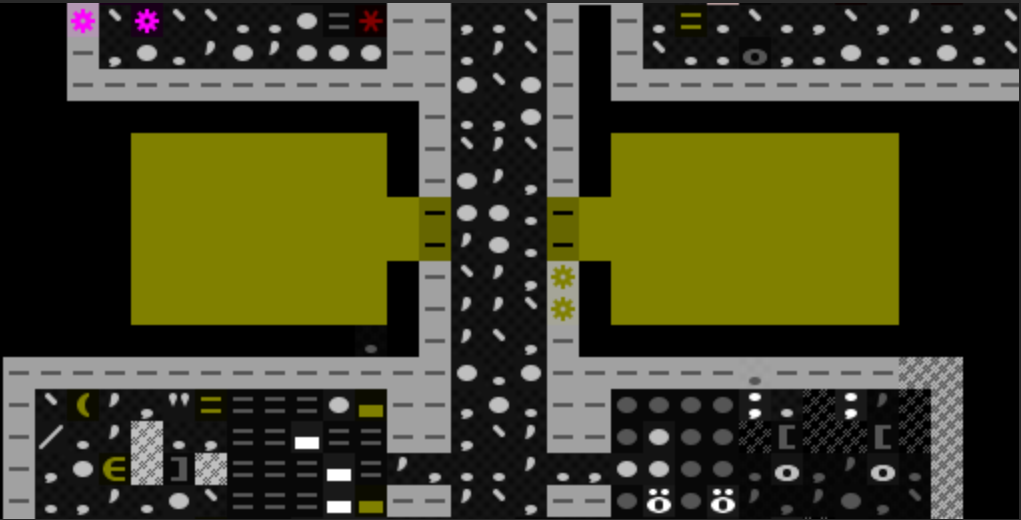
26 Moonstone

I just NOTiced that somebody's been filling up our bar stockpile with stone blocks! THAT'S not where it goes!!!:



Apparently that's stan~—Standard procedure for a bar pile, and I didn't specify any DIFFerently! HAHAHA! That's so funny! Why DOes nobody tell me these things? It sure is funny!

Also, I'm pretty sure we can make crossbow bolts out of bone! I think we can get bones from a butcher's shop, so I'm carving out a little area for that and also a place close by for bone carving, since I WANT to give the butchers their space:



Oh, those crazy butchers!!!

2 Opal 201

The butcher's rooom is ALL finished! Ribbon gets to make the bones and Lizzy gets to make the leather! I'm sure Lizzy was SO HAPPY to finally have something to do besides clean the dining hall!! It must be TERRIBLE to have no respo~—nsibilities!!! SHE didn't LOOK very happy, or much of anything at all, but I'm sure sHE WAS VERY HAPPY on the inside!

I've been getting a lot of tummyaches lately... so I went to see the doctor! Except we don't have a doctor!! Or even a hospital!!! BECAUSE I NEVER installed one!! Hahahaha! So I just stared at the wall and chewed on some cave moss for a few ~~hours~~ ~~days~~ HOWEVER LONG! It made me feel funny!!

7 Opal 201

I keep running into Whatshisname hauling things when he has SO MANY other things to be doing!!! I TOLD him to stop, since he's too impo~— to be bothering with silly things like moving rocks that even an idiot like me could do!

9 Opal 201

Now I've dug up enough hematite for us to begin smelting all of it! EXCEPT WE don't have a smelter!! So I asked Wolf to do it! Now we have a smelter!

14 Opal 201

One of those happy little clouds just drifted in, while Whatshisname's busy wandering around outside cutting wood! It doesn't seem to be heading towards us, though, so I DON't bother telling him to come in. He'll be FINE!

WE're gonna be smelting SO MUCH IRON soon, so I also put in an order for 10 bins to be made once Whatshisname gets done with all the other stuff he needs to do! It sure must be tough to be him!

Also, we're all done building the butchery, so

Stray Puppy. ♂ (Tane) D Ready for Slaughter
Stray Puppy. ♂ (Tane) D Ready for Slaughter

we can make some bones now! Ribbon brings the puppies to the butchery:



She seems super upset for some reason!? I w~wonder why?

The Stray Puppy (Tame) has been slaughtered.

We're just making bones, after all! It's not like we're k~them or anything!!! Nobody's dying in this fort!!! Not on my watch!!!

Also, I think I should ask her if she has any spare pencils! I seem to have lost all of mine!!! WEIRD!

19 Opal 201

I asked Lizzy to make us some bone BOLts since she still looks kinda mopey! NOBODY can mope here on my watch, nope! I will make sure everyone here is SMILING! Even the people who neVER, EVER smile! EVER!

22 Opal 201

We have so many plump helmets! Jeff's been working so super hard! I'm so proud!!!

plump helmets 194

Since we have so many plump helmets, I asked Jeff to plant some pig tails instead next growing season, and he was all, "Sure, bruh!" He's so nice! He also asked me about some kind of plant I've never heard of, and if I managed to "score any" off the wagon! I told him I didn't know what he was talking about, and ~~he looked so sad~~ he waSN'T UPSET AT ALL! He doesn't hate me at all for forgetting such an important plant and not even knowing what it was! IT WAS AN HONEST MISTAKE!! I'M FINE!!!

25 Opal 201

I noticed that our bar stockpile still didn't have any bars in it yet! Turns out Wolf was busy making crossbows at the bowyers', and I couldn't just tell him to STOP, so I went to check on Lizzy since she's also in charge of smelting, and

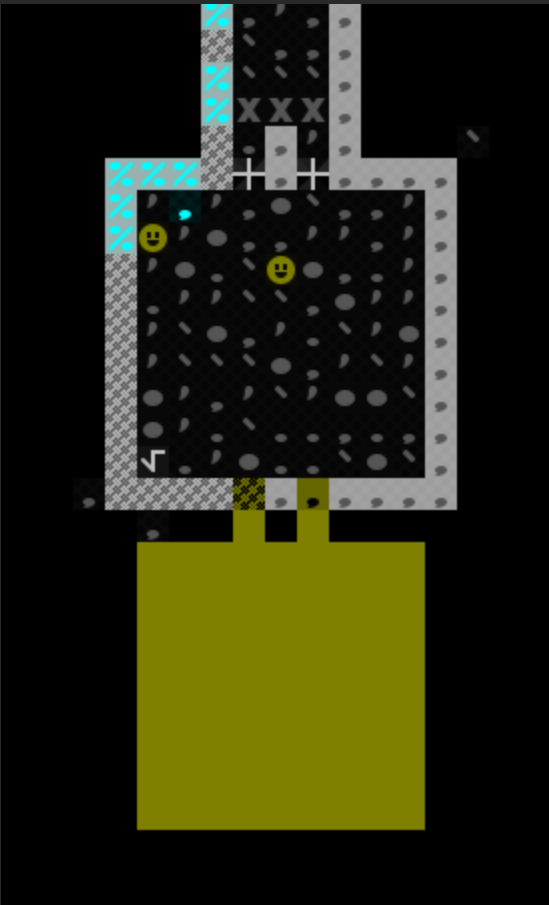
'Lizzy' 6rkol, Fishery Worker On Break

Ribbon says I just starting screaming after that, but that's silly! I wouldn't do something SO EMbarrassing! Besides, I'd remember doing something silly like that! While she was there, I asked her to go downstairs and help with the smelting operations. She looked confused, but she went and did it. SHE's such a hard worker! Everyone must like HER!

My throat feels really dry... gonna go get a drink! Hahaha!

2 Obsidian 201

We're going to make so much armor that we'll need a better place to put it all! I drew out a place behind the barracks to make a stockpile:

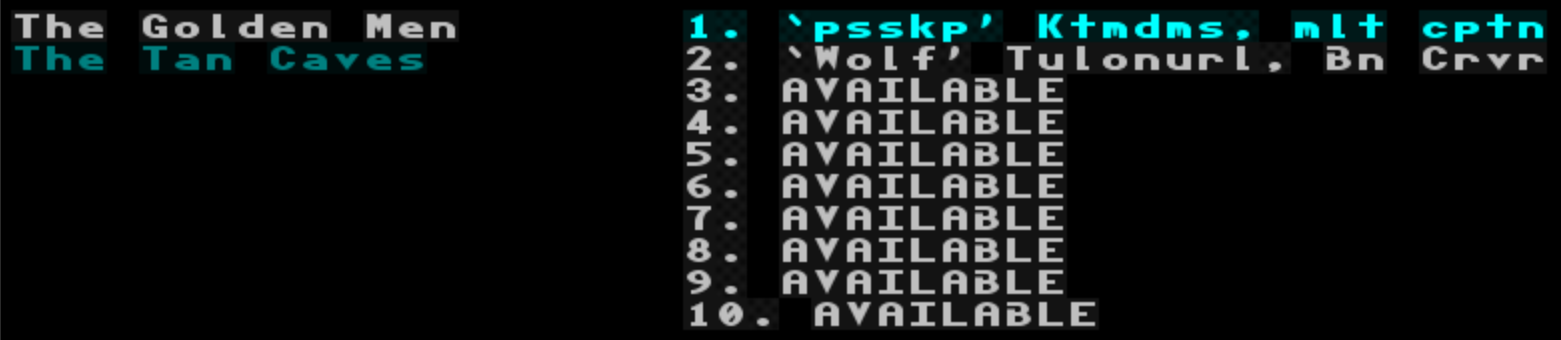


Splint was looking at me all weird as I came in, like I was gonna attack him or something! Silly Splint! I'm not a parrot! I'm completely-fine! I'm the Overseer! I can't do something silly like that! I have to be strong! I can't do something silly like that!

I put in an order for some wooden shields, to save us some metal! Whatshisname sure is busy these days!

7 Obsidian 201

Guess what!? WE HAVE CROSSBOWS!!! Isn't that cool!? I went around asking if anyone around here had crossbow experience and it looked like pisskop and Wolf had crossbow experience so GUESS WHAT??? WE HAVE A CROSSBOW UNIT! Yayyyy!:



They're going to shoooooot aaaaaaaaaaaaaaaaa of the monsters for us!!! And then they'll be DEAD! Maybe they should shoot Rakust too so that she'll SHUT UP!!

11 Obsidian 201

We have sooo many iron bars now that I've given the order for us to start making suits of armor!! We'll have mail shirts and breastplates and gauntlets and helmets and greaves and high boots for EVERYBODY soon and everybody will be SO HAPPY with me for keeping them and they'll all stand and cheer and call me a hero and then MA AND PA will show up and say they're sorry for all those terrible things they said to me and then we'll all live HAPPILY EVER AFTER

19 Obsidian 201

Our stuff is vanishing

A thief has stolen a (iron high boot)!

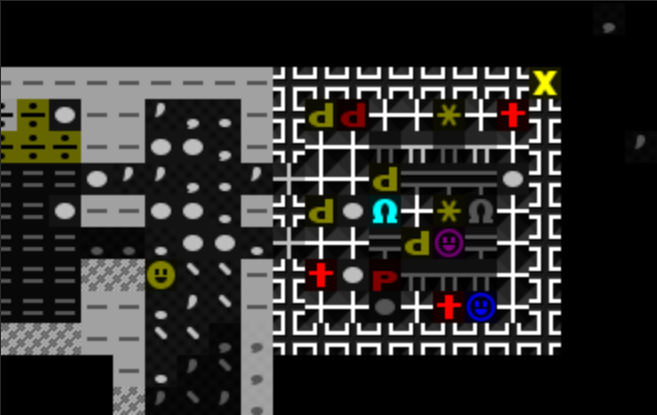
WHERE DID IT GO!? We can just make some more armor with all the ore we have now, but *WHERE DID IT GO!??*

Also, I was just told that... that we don't actually have an armorer, and we haven't been making the armor we need!! Except that's not true because I just TOLD GWOLFto go do it! Silly people!!!

24 Obsidian 201

I... I'm going to go make some rock pots now! Nobody talk to me! I need to FOCUS! and there's already so much NOISE here!

Before I went, I asked Whatshisname to smooth the dining hall and make it PRETTY so that everyone will be HAPPY and like him ME:



Also, one of the dogs gave birth to three little puppies today! They're so cute!! I asked the little boy puppy to ~ help us make some bones, and you know what, diary!? HE SAID YES!!! He'll help us! Oh, I love it when we ALL WORK together!!!

28 Obsidian 201

Dear diary, I have a confession to make, just for you...

See, the truth is...

I've been hiding it really WELL, but...

Nobody knows yet, but you SEE...

I HAVEN'T BEEN FEELING VERY WELL LATELY!!!! Isn't that CRAZY!? After all, I'm such a HERO!!! But I guess even HEROES need breaks sometimes!!! Good thing i REMEMBER what the liaison said about Splint's LEADERSHIP in the battle of SOMething-or-other!! I think I have an idea, diary!!

I found Splint when he was sleeping and left a sticky-note on his face saying that he was the new Overseer! Not for very long!!! JUSt for a year or so!! I didn't want this note to get lost like the last one, though, since that WAS SO EMBARrassing, so I put another note on him saying the same thing!! And another and another and another and another!! I put STicky notes ALLLLLLLLLLL over him! That'll make sure the message gets through! I feel better already knowing that the fort's in such CAPABLE HANDS!!!

I think I'm going to go curl up in the forges for a bit... it's sO WARM there, and I can still hear Rakust a little underneath! She's SO SUPER NICE once you get to know her! Too bad I NEVER HAD THE chance UNTIL NOW! But now I have LOTS AND lots of TIME!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 18, 2015, 01:58:10 pm**

...And so endeth my turn.

Deaths so far: 1
Deaths resulting from any of the nasty things I've added: 0
Units of booze consumed: Innumerable
Odds I've been misgendering the liaison the whole time: Literally 50/50

I accidentally messed up a few images; those will get fixed fairly-shortly. Uploading the save promptly.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Gwolfski** on **July 18, 2015, 02:12:02 pm**

i have a tiny request: make ny dorf miner/metalworker/engraver pls (mining, all of metalworking and stone detailing)

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 18, 2015, 02:16:36 pm**

Here's the save. (http://dff.d.bay12games.com/file.php?id=10997) You're up, Splint!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 18, 2015, 02:17:30 pm**

@Mr Frog: You've got some typos in your write up; it looks like your shift-key got jammed at certain points. You should fix that.

Also:
Quote from: Mr Frog on July 18, 2015, 01:58:10 pm

Odds I've been misgendering the liaison the whole time: Literally 50/50

That's liberal-talk; don't use it.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Gwolski** on **July 18, 2015, 02:22:15 pm**

~~i wanna be duke if we get a ducky right now!!!!~~

i am also asking for a massive favour. if we ever become a duchy, i would like to be the duke pls

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 18, 2015, 02:25:51 pm**

Quote from: Gwolski on July 18, 2015, 02:22:15 pm

i am also asking for a massive favour. if we ever become a duchy, i would like to be the duke pls

~~Hell to the no~~That would probably not be a good idea, we need at least one miner who isn't a raving lunatic.

E: Came off as a bit more confrontational than expected.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 18, 2015, 02:37:33 pm**

At last, we have arrived! A nice fresh start for me... Even though this mosquito-ridden shithole in the middle of nowhere was not the best option indeed. Ugh, that Tosid bitch screwed me over yet again! Wrote me down as a fisherdwarf! Knowing the surroundings (bitchy hags and [erased] territories to be accurate), this must be some kind of military outpost... I am so-o fucked. Being a ballista fodder dwarf was not a part of my plan.

On the other note, I forsee the arrival of many muscular beard bearers. If this place takes off, a good bit of honest dwarves will come here seeking for a job and a good brawl. In that case... Well, I am really looking forward to it.

Notable dwarves:
The current overseer, Mr Frog. No full stop, if I understand correctly. In short - he's a friggin ruin, a dwarf that has seen some shit in his life, and I mean real shit, not some mundane werelizards or something. His shifty eyes- If I wasn't scared of everything, I'd be scared of him, at least.

~~Jesh~~ *No, Jeff. He looks and smells like a college dwarf. That's him, pretty much.*

Ribbon, a cheerful gal... Well, didn't really get to know her much. She seems pretty sophisticated, though.

Splint. He uncannily resembles my brother... ~~Not that I wanted to have an intercourse with my brother.~~ Anyway, all warriors might behave like that... Or is it a jarhead thing? Not sure. I should ask him if he used to be in the Corps.

Well, that's it, pretty much. Right now I'm mostly busy hauling shit around, processing puppy hides and crafting some odds-and-ends for the fortress, a but who knows, I might get a promotion.

I hardly know anything about my and other dwarves, so this text might end up having a ton of inconsistencies.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 18, 2015, 02:45:32 pm**

The jungle was... disquieting. Everyone on the journey would agree. On the initial days of travel a few dwarves had complained of the area, mentionning how it was too close to a few cursed areas, too close to **THEM**. Was it just fear of what lurked ahead that scared the travellers so? The soldier believed it at first. He had heard the tales of battle against those who dwelled in the southern mountain, and they weren't pretty. Just knowing one could have roamed out of the area and into that jungle was enough to scare anyone, even a toughened warrior. *"We'll be fine, the jungle is big. Even if one of **THEM** is in it, the chances of stumbling upon it were null.* It was his duty to defend the wagons, and as such he tried to retain a calm demeanor. *"If I look stressed, then they will be too."* He had been doing a good job of it until recently.

But there was no denying it now. it wasn't just the proximity of the evil mountains. this jungle had an evil of it's own. It was palpable; a sort of tangible aura, that floated in the air and stuck to your skin like humidity. They had seen the corpses, mutilated things left from what the guiding ranger claimed were dingos and gibbons. Whatever did the deed was big, and strong, and most likely crazy as shit. "What kind of creature in a jungle would attack animals, but not eat them?" asked the ranger, half to himself. The warrior knew the answer. *"The kind we must not stumble upon"*. And then there were the mutated, ominous patches of trees and bushes, twisted and corrupt...

"So tell me again why we need to go there? one of the migrants asked. *I heard the place is cursed.*
-Is there a settlement in the dwarven kingdom that nobody claim is cursed? another replied.
-Quiet, you two, he simply told them, as he tried to focus on something he heard.
-No really, I heard the place isn't even supposed to exist, that it was just a misunderstanding. the first migrant went on.
-If everyone knew it was a mistake and that was true, we wouldn't be on our way, duh! said a fat, motherly cook.
-Silly woman, if you had a dish that you made by mistake would you threw it away or serve it? Obviously the king ain't gonna waste some ressources, cause...
-QUIET! he shouted at them, this time reaching for his weapon.

The migrant stood silent for a moment, then mumbled *"What the hell, we were just..."*. The soldier paid him no mind, instead focusing on what was obviously following them. The ranger had heard it too, drawing his crossbow and cranking a bolt. Obviously the lad had a different course of action in mind. He made sign for the wagon driver to slow down, so he could investigate.

"Soldier, you come with me, for protection.

-Like Armok's blood I am. We are not stopping.
-What a fighter you are, then. I wasn't aware we had a coward to protect us."

Everyone stood there, watching as the argument had drastically shifted to the two warriors, staring at each other. Tension was palpable. like the heat. Like the wrongness that floated in the Jungle of Omens. Everyone was silent for a moment. *Everything* was silent. it was like that, before a battle. The calm before the storm, with every dwarf, every foe, lying in wait, until chaos erupted. that's when it struck him. *There is no sound in this area, save for whatever is in these trees. No birds, no bugs...*

"Well, the ranger said, *I see you are too scared to even answer.*" He jumped off the wagon, and started looking for tracks, approaching the cover of trees.

"We have to go" the warrior whispered to the wagon rider.
-What?
-Go. Now. Fuck this guy..."

Then it came out. A huge, mutated , grotesque monkey, at least 9 feet tall and bulkier than the mightiest dwarf. It started running toward the ranger, crushing trees and overgrownt stumps along the way, with only bloodlust in his eyes. His claws were covered in blood, full of fur and fleshy bits drying up like it was nothing. The ranger was too far to be saved, Taupe knew. If they waited for him they were dead.

"GO NOW" He screamed. This time the wagon driver didn't argue. The bulls realy didn't need a signal, anyway. The sounds this thing made, it told them everything their survival instincts needed to know.

"WHAT THE FUCK WAS THAT? screamed some of the travellers.
-That ranger wanted to know. Anyone else wants to adopt his plan?"

The dwarves stood silent, shaken and confused. The wagons were filled with the sound of trampling bulls and broken branches. Over it all, one could hear the faint screams of a dwarf, and the *roars*... Only after the encounter was miles away did anyone talk again, realising they had lost their only competent guide. They had a map, but this jungle was a clusterfuck. Getting to Clobbermountains would be an interesting trek, he was certain...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **4maskwolf** on **July 18, 2015, 02:54:43 pm**

I have other fish to fry right now, but I'll be back to journaling. At some point.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 18, 2015, 02:56:53 pm**

Fixed the images. Woo.

Quote from: Monitor Lisard on July 18, 2015, 02:37:33 pm
I hardly know anything about my dwarf, so this text might end up having a ton of inconcistencies.

I survived Spearbreakers, bruh. Minor characterisation inconsistencies are nothing to me at this point. Also:

Quote
The current overseer, Mr Frog. **No full stop, if I understand correctly.**

10/10 observation, you get an e-cookie.

@Taupe:

Good stuff. I like your description of the jungle. There are some typos and a couple style choices I don't agree with but it's really minor.

Quote from: cherry-hearts on July 18, 2015, 02:17:30 pm
Quote from: Mr Frog on July 18, 2015, 01:58:10 pm
Odds I've been misgendering the liaison the whole time: Literally 50/50
That's liberal-talk; don't use it.

It's an okay word. Lurking on Tumblr has permanently tainted my vocabulary, though

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **TheBiggerFish** on **July 18, 2015, 02:57:40 pm**

Post to watch. This is shaping up to be worth it. Especially with both you and Splint.

Edit: Oh Armok. If Spearbreakers existed in this timeline, His Gaudiness could totally be whatshisface from Eris. Or something.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 18, 2015, 03:01:38 pm**

Quote from: TheBiggerFish on July 18, 2015, 02:57:40 pm
Post to watch. This is shaping up to be worth it.

~~Are you saying you doubted me at some point, darling?~~ I was wondering when you'd turn up. Welcome aboard!

Quote
Edit: Oh Armok. If Spearbreakers existed in this timeline, His Gaudiness could totally be whatshisface from Eris. Or something.

Please no no no. This fort has nothing to do with Spearbreakers (although if Splint decides to incorporate it later then w/e)

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **4maskwolf** on **July 18, 2015, 03:03:45 pm**

Quote from: TheBiggerFish on July 18, 2015, 02:57:40 pm

Speaking of other fish to fry XD

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **TheBiggerFish** on **July 18, 2015, 03:04:15 pm**

Quote from: 4maskwolf on July 18, 2015, 03:03:45 pm
Quote from: TheBiggerFish on July 18, 2015, 02:57:40 pm

Speaking of other fish to fry XD

Yup.

Heya.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**

Post by: **TheBiggerFish** on **July 18, 2015, 03:07:04 pm**

Quote from: Mr Frog on July 18, 2015, 03:01:38 pm

Quote from: TheBiggerFish on July 18, 2015, 02:57:40 pm

Post to watch. This is shaping up to be worth it.

Are you saying you doubted me at some point, darling? I was wondering when you'd turn up. Welcome aboard!

Quote

Edit: Oh Armok. If Spearbreakers existed in this timeline, His Gaudiness could totally be whatshisface from Eris. Or something.

Please no no no. This fort has nothing to do with Spearbreakers (although if Splint decides to incorporate it later then w/e)

I agree with that. One pandimensional scifi magic WTF trip at a time is enough for this forum. But HG could totally be a whosisface. That picture. Totally fits. He's not, though.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**

Post by: **Taupe** on **July 18, 2015, 03:19:46 pm**

Quote

@Taupe:

Good stuff. I like your description of the jungle. There are some typos and a couple style choices I don't agree with but it's really minor.

Maybe I'll fix it when I'm not on my phone. maybe I'll forget about it and don't. The typos, not the style choices; not sure I can do anything about those. I just put a little bock of text together before the next migrant wave could show up...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**

Post by: **Splint** on **July 18, 2015, 03:22:19 pm**

Everoc's a big place, totally up to Mr Frog if he wants it to be part of the same general setting (in some other part of the continent's coasts and largely/completely ignored by the sci-fi magic craziness.)

I'll grab the save and have at it after a round or two of FTL Captain's Edition after reading the update. Been awhile since I played 34.11 anyway.

The mutants will soon learn to fear the pointy stick.

EDIT: I read Mr Frog's final update out loud, and I sounded like a gibbering wreck. This amused me greatly.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**

Post by: **Mr Frog** on **July 18, 2015, 03:31:24 pm**

Quote from: Splint on July 18, 2015, 03:22:19 pm

Everoc's a big place, totally up to Mr Frog if he wants it to be part of the same general setting (in some other part of the continent's coasts and largely/completely ignored by the sci-fi magic craziness.)

I'll grab the save and have at it after a round or two of FTL Captain's Edition after reading the update. Been awhile since I played 34.11 anyway.

The mutants will soon learn to fear the pointy stick.

Just be careful with the soldiers. If anything with full armor gets mutated we're in at least ten entire worlds of hurt.

E: Although, it looks like I forgot to add NO_EAT and NO_DRINK to the tags, so any of our dwarves that get affected may or may not end up just dying of thirst after a month or so. Um.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**

Post by: **TheBiggerFish** on **July 18, 2015, 03:52:35 pm**

Yay.

That makes some sense, too.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**

Post by: **Noel.se** on **July 18, 2015, 04:30:04 pm**

Diary of Noel Logemsedur, bookkeeper of Clobbermountains

14th of Moonstone, year 201

When I asked The Overseer about Rakust he only laughed and said "Oh she'll be back soon!" about a dozen times. I screamed that she would never go away without telling me, and then he ran away. I almost feel bad for him, he has completely gone off the deep end. But a leader has responsibilities. This is unacceptable!

Rakust, where are you? I hope you are still alive.

28th of Obsidian, year 201

The Overseer has announced that he will retire. Praise the gods! Splint shall be the new one, I think he can handle it.

I lost all hope for my wife. We weren't married for very long, but it hurts. I will never find anyone like her again and I will never raise a family.

Bookkeeping. I must concentrate on the numbers.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**

Post by: **Mr Frog** on **July 18, 2015, 04:41:03 pm**

Okay, so I made a test fortress in the same region we're in to test the long-term effects of the seething mist. I holed up a bunch of my dwarves in an impenetrable bunker and left 2 speardwarves out to get transformed by the mist. 2 seasons, 2 obliterated migrant waves, and dozens of units of booze and food consumed by the unaffected dwarves (and none by the mutants) later, I think I can safely conclude that **mutants are not affected by hunger and thirst**, at least in fortress mode.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**

Post by: **4maskwolf** on **July 18, 2015, 04:57:23 pm**

By the way Mr Frog, this (https://www.youtube.com/watch?v=k85mRPqvMbE) will forever be the song I think of when I see you around after your character has started going nuts.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **mikethete** on **July 18, 2015, 05:01:50 pm**

Quote from: Mr Frog on July 18, 2015, 04:41:03 pm

Okay, so I made a test fortress in the same region we're in to test the long-term effects of the seething mist. I holed up a bunch of my dwarves in an impenetrable bunker and left 2 speardwarves out to get transformed by the mist. 2 seasons, 2 obliterated migrant waves, and dozens of units of booze and food consumed by the unaffected dwarves (and none by the mutants) later, I think I can safely conclude that **mutants are not affected by hunger and thirst**, at least in fortress mode.

All that's left is to weaponize them and integrate them into the defenses

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 18, 2015, 05:20:07 pm**

Quote from: 4maskwolf on July 18, 2015, 04:57:23 pm

By the way Mr Frog, this (https://www.youtube.com/watch?v=k85mRPqvMbE) will forever be the song I think of when I see you around after your character has started going nuts.

You monster, what have you DONE!? That song had finally died but now you've resurrected it to torment the innocent once more! I hope you're happy. ding ding ding ding DING DING ding ding ding ding DINGDINGDING OH GOD IT'S EATING MY BRAIN

Quote from: mikethete on July 18, 2015, 05:01:50 pm

Quote from: Mr Frog on July 18, 2015, 04:41:03 pm

Okay, so I made a test fortress in the same region we're in to test the long-term effects of the seething mist. I holed up a bunch of my dwarves in an impenetrable bunker and left 2 speardwarves out to get transformed by the mist. 2 seasons, 2 obliterated migrant waves, and dozens of units of booze and food consumed by the unaffected dwarves (and none by the mutants) later, I think I can safely conclude that **mutants are not affected by hunger and thirst**, at least in fortress mode.

All that's left is to weaponize them and integrate them into the defenses

They do die after a year, but it's not like replacing them is hard -- just leave a bunch of ðøgs **children** out in the open for a bit.

Anyone who manages to create a reusable mutant-based defense mechanism will receive absolutely every single e-cookie I can possibly spare. No joke. Bonus points if it's automated.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **4maskwolf** on **July 18, 2015, 05:31:34 pm**

Quote from: Mr Frog on July 18, 2015, 05:20:07 pm

You monster, what have you DONE!? That song had finally died but now you've resurrected it to torment the innocent once more! I hope you're happy. ding ding ding ding DING DING ding ding ding ding DINGDINGDING OH GOD IT'S EATING MY BRAIN

This just became my new sig quote. Congratulations.

Oh, and by the way...

Crazy Frog shall take over the world. I am merely the harbinger of its rise to power. Soon, all will be driven mad by its dings, and it shall reshape the world in its own image. And I, it's greatest prophet, shall rise over all of humankind, once and for all!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 18, 2015, 05:38:33 pm**

Hey Monitor, turns out your dwarf was a speardwarf (and apparently, a combat vet with two banshee kills,) do you care if I draft her ass? It'd be a shame to let pre-existing combat skills go to waste.

EDIT: Same for you ImageDeo, except your dwarf has a whopping 69 goblin kills.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **4maskwolf** on **July 18, 2015, 05:50:49 pm**

Quote from: Splint on July 18, 2015, 05:38:33 pm

69 goblin kills.

Weeeeeeeeeeeeeee!llllllll then.

I'm sorry, that was immature XD.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 18, 2015, 05:56:11 pm**

And some proof for the doubters who may slink around.

The Kills of 'Lizzy' órkol	The Kills of 'ImagoDeo' Enkosónul
Two Kills	Sixty-Nine Kills
Lohroh Masteredbird the banshee, d. 156 Amjebh Hustledrains the banshee, d. 156	Sixty-nine goblins (♀) in The Earthen Swamps
"'Lizzy' Drunkenwheel" ♀	"'ImagoDeo' Takemirror" ♂
Store Item in Stockpile	On Break
Competent Speardwarf	Competent Speardwarf
Novice Shield User	Novice Shield User
Novice Armor User	Novice Armor User
Novice Dodger	Novice Dodger
Novice Fish Dissector	Adequate Clothier
Novice Fish Cleaner	Dabbling Grower
Dabbling Tanner	Dabbling Bowyer
Dabbling Grower	Dabbling Persuader
Novice Fisherdwarf	Dabbling Negotiator
Dabbling Furnace Operator	Dabbling Judge of Intent

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 18, 2015, 06:15:31 pm**

((Man if he goes this insane when only one person died imagine what will inevitably happen when shit hits the fan in earnest...))

Excerpts from Ribbon's journal

It's impossible to know for sure how Rakust died, our overseers increasingly unsettling demeanor will most likely see to that. I speculate that she somehow found herself in the magma. The only means of death in this outpost that nobody could feasibly have witnessed. Its been a while since Frog declared the forges to be properly magma powered, and the timing does roughly line up with when Rakust went missing... But there's no need to start a witch hunt, I'm sure Frog had nothing for us but good intentions. Noel meanwhile has been admirably tough about it all, keeps his head in the accounting. Poor dear. He'll need his time to come to terms and that's completely understandable, but I'm sure he too will invariably come to accept what has transpired, like the rest of us. He did already ask for a memorial slab, after all, even if he continues to hold out on hope. Whether Frog will ever be sane enough to admit that the slab needs to be built will be an uncertainty for quite some time, I feel. Its as father explained to me back when he would carry me on his shoulders through the market:

"All of us have jobs, but even when a man is working he is not necessarily doing his job."

The liaison, named Rakust in a beautiful display of morbid irony, spoke at length to me about how his discussions with Frog went. It wasn't hard to get him to spill the beans, he seemed quite eager to speak with any of the girls in the fort about anything, and I had to politely laugh off a couple dozen overtures where he promised to rescue me from this 'hell hole'. Accurate description, but it's *my* hell hole. Anyways it seems there's a good market for all manner of luxury products back in the Mountainhomes, which should prove an advantage if Splint decides to act on it.

Yes, Splint. I am pretty sure everyone and their pet cat now realizes that a succession will be occurring sooner rather than later, and Splint seems to be the man for the job.

Ribbon,
20th of Moonstone

I... well, I am doing as I am told. As father would emphasize to me in my schooling years:

"When the higher ups tell you to do something you do it, my dear. Unless you can kill them."

I'm not much of a fighter by pedigree so I must make do with the former. Frog orders me to take up duty as a bonecrafter and butcher despite me not having experience in either field, I shall do it. It's a... fast process, silencing the piteous whimpers of the puppies with their limpid eyes and pouting expressions, gazing up at me with a serene and trusting innocence while I steadied the knife and...

Yes. Well. We have our meat and bones now. On a positive note I have a new coworker in the butchery shop in the form of that curious young woman named Lizzie, who is to be our new leatherworker despite also not having the prerequisite experience. A few conversations while moving the hides around revealed she has some hopes for how our fortress will develop. As in, big strong men she can take a delight in. I wonder why she didn't take up on the Liaison's charms. Perhaps he was too skinny.

I've also lost a good third of my best pencils, as Frog seems to be going through them at a freakish pace. At this rate we'll need to import pencils at a premium from the next caravan.

Ribbon,
14th of Opal

Splint is now our overseer. May Frog's tortured soul find peace with his hematite.

Ribbon,
28th of Obsidian

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 18, 2015, 08:02:00 pm**

Quote from: Ribbonfree on July 18, 2015, 06:15:31 pm
((Man if he goes this insane when only one person died imagine what will inevitably happen when shit hits the fan in earnest...))

It's not just that she died, but rather that she died horrifically, in front of him, screaming for help that he couldn't render her, all entirely due to his own poor judgement. It was a *bit* too much guilt for his fragile little mind to process.

E: Also, I just want to emphasise to Splint that **the Spawn are properly fireproof now**, so it's safe to build magma traps without fear of accidentally creating an eternally-burning abomination that immolates both dwarves and FPS counters by mere proximity.

Love the journals everybody; keep it up!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **TheBiggerFish** on **July 18, 2015, 08:08:55 pm**

So tempted, but...Can't write journal on tablet. Bluh.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 18, 2015, 08:27:00 pm**

Someone else can build an imitation of TRIBUTEWEAPON. Weaponizing fluids doesn't really interest me; more interesting to send in the troops and bask in the ocean of blood and giblets gently wafting 'round my waist.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 18, 2015, 08:35:57 pm**

I'll be playing around with a super weapon on my turn. I'm not really good at megaprojects so it's inevitably going to end badly.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 18, 2015, 08:40:54 pm**

Just keep it away from the trained soldiers. Those shits are a pain in the ass to replace, especially if they get melted.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 18, 2015, 08:41:17 pm**

Quote from: Ribbonfree on July 18, 2015, 08:35:57 pm
I'll be playing around with a super weapon on my turn. I'm not really good at megaprojects so it's inevitably going to end badly.

As long as you make sure that the fort is still technically standing by the time you're done, feel free to go absolutely apeshit with the ill-

conceived superweapons. The more magma-spewing, mutated-cat-flinging abominations against engineering we have polluting the landscape by the time we're done, the better.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 18, 2015, 08:47:58 pm**

Funny you should mention mutants. I sort of have an idea for a semi-automated system involving floodgates and a bridge for a roof. And dogs. lots of dogs.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 18, 2015, 08:56:11 pm**

Quote from: Splint on July 18, 2015, 08:47:58 pm
Funny you should mention mutants. I sort of have an idea for a semi-automated system involving floodgates and a bridge for a roof. And dogs. lots of dogs.

I think I had a similar idea. Basically make a holding cell exposed to the open air with a toggleable floor (I'm actually thinking floor hatches, as a bridge would risk flinging the creatures away instead of letting them drop down) which drops the creatures inside to another cell a level below. Top cell contains waiting animals, bottom cell contains mutants. You keep the animals safely away from the mutants in the top cell until they're turned, at which point you drop them into the bottom, where they wait until you open a floodgate/lower a drawbridge to unleash them on nearby unfortunates. The only problem would be getting the mutants back inside the holding cell (I'm thinking you could use a kitten on a chain behind a lockable door as a lure).

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 18, 2015, 09:03:31 pm**

Actually what I was thinking is using something that breeds reasonably quick but capable in a fight (such as animals can be,) and keeping them in a holding pen with a bridge roof that can be closed/opened to let the cloud in. Flood gates unleash the horde of expendable goons who will hopefully at injure the attackers by weight of numbers. If they win, great! Wipe out the stragglers, load in more mutts as needed (since they die after a year anyway, might as well use the surviving mutants for training dummies,) and repeat. Does require some micro and a shitload of dogs, but it could work out really well.

Or backfire horribly and result in a temporary dog-pocalypse.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 18, 2015, 09:12:23 pm**

The benefit to my design, though, is that by keeping separate enclosures for mutated and unmutated animals with a mechanism to quickly transfer animals from one enclosure to another at will, you can continuously restock your mutants more-or-less as needed instead of first having to clear out all of your currently-existing mutants before restocking. With your design (at least if I'm understanding correctly), if you only have 2-3 mutant dogs left in the enclosure, it wouldn't be safe to put more unmutated dogs in to pend mutation without first either killing the dogs yourself, waiting for them to die naturally, or deploying them without the numbers required for them to do significant damage. That seems wasteful to me.

In any case, I am absolutely tickled pink that it hasn't even been 10 pages and we're already having a serious discussion on how to most efficiently expose living beings to mutagenic gas on a massive scale so that they can be used as disposable cannon fodder.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 18, 2015, 10:07:58 pm**

Unless they can break down the floodgates, the idea I had was to shut the fuckers out (unleash them into the countryside to attack the enemy, possibly from near the volcano mouth since the cloud likes to pass over that,) of the pen and reload it from an adjacent dog pen while the previous batch is deployed. Either they all die while handicapping the enemy, or whatever's left is put down (their injuries, if they even win, will probably make them unsuited for further use anyway,) all while a nice fresh batch of dogs is watching for the hatch to open and toxic gas to fill the place.

That way, we don't need the enemy to be in the fortress. or near the entrance necessarily, and there's no risk of injury from a fall, since even a 1-z drop can prove fatal if the random number god is feeling grumpy (and we need the dogs in one piece until they make contact with the enemy.)

A secondary pen could be built with a bunch of cage traps and lures, to hold any intact mutants; but honestly, most would probably be too badly injured after a fight to be of much use even in distraction capacity, and anything bigger would take too long to reach adult size (since I assume there's a max size per life stage, puppies would be next to useless for this, necessitating adult dogs,) or are too unreliable to supply - big cats in particular would be very well suited to this, and survivors may even be somewhat reusable, but getting enough breeding pairs would be too unreliable.

This in turn means we're gonna need several metric *fucktons* of dogs.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 18, 2015, 10:55:14 pm**

I will declare the best design to be *"the one that's implemented without causing a nightmare-inducing chain of events in the fortress"*

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 18, 2015, 11:01:45 pm**

Did anyone else have a realization along the line of "Did we just plan to make some sort of Auschwitz camp to make zombie mutant attack dogs?"
Or was that just me?

EDIT: First month of spring finished. Noel got some teeth knocked out by a giant toad, and Mikethete and I now have iron spears! Gonna wait on ImagoDeo and Monitor Lisard to get back to me on conscription, since we got some spare spears now.

In the meantime, I have crap to draw and Ivybolt 2.0 to plan...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **mikethete** on **July 18, 2015, 11:24:22 pm**

Quote from: Taupe on July 18, 2015, 10:55:14 pm
I will declare the best design to be *"the one that's implemented without causing a nightmare-inducing chain of events in the fortress"*
Where's the fun in that though?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **ImagoDeo** on **July 19, 2015, 02:06:56 am**

I guess conscription is fine. My main concern was that my dwarf would still be alive by my turn, but I guess that's not *completely* necessary. I can accommodate it. Go ahead and draft 'im.

Journal of ImagoDeo

1st of Granite, 202

You know, I *really* don't blame Mr Frog for everything that's happened. He was pretty much forced into this from what I hear, and he never intended any harm to anyone. I don't know if I even believe the rumors about Rakust's death. He just has such a good heart - I know, because I saw it in his eyes, despite the fact that he wouldn't make eye contact more than one tenth of the time. That was when he asked me to make some crossbows.

They're rather easy to make, fortunately. I was never that fond of ranged combat, myself - better to put a spear straight through the enemy's teeth. Something about the crunching of the skull and the gurgling sound they make when their brains slide slowly down their throats...

Ah, but that's goblins. Maybe crossbows will be better for fighting mutants... and... other things.

I've been too busy to talk to anyone in the fort about the new year. A few days ago I heard that Splint was eyeing the position of overseer; he's a military dwarf like myself, so I'd be happy to see him take the spot. Efficiency and solidarity - that's what the military is all about. No mucking around. No mistakes. No half measures.

3rd Granite, 202

Splint has officially claimed the post of overseer. He said something about sticky notes and added a curse that I won't repeat here, in case any of my potential progeny ever read these journals. Honestly, that was the one thing I disliked about the military: consistent swearing. It's hardly ever necessary to get a point across. And with goblins, spears do that much better. (Ha ha.)

In any case, Splint's been asking me about my history in The War of Beasts. I told him the truth: that I was one of the 1500 who charged the ramparts at The Earthen Swamps in the late winter of 198, and that I was one of the 500 who survived; that I put my spear through sixty-nine of the green-skinned wretches, and that I would again take up a spear if he needed me. He told me that I would most certainly be needed, and that this time no holy crusade against goblin torture would send two-thirds of my comrades to their deaths - instead I would defend myself and my home against mutants and worse.

I requested a month to allow my wife, pisskop, to get used to the thought of having her husband in the military again, and he granted my request. In the meantime I have no doubt I'll stay in shape; there are still a lot of boulders littering the halls that need moving.

Oh, I also saw Mr Frog today in the forge area. He was sitting in the corner staring at the wall. I decided not to bother him. He was never really cut out for leadership.

Spoiler: OOC (click to show/hide)

Yes, I did download the save and crack open legends. And yes, pisskop is a female dwarf married to my male dwarf. We've been married since 190, right after my dwarf came of age. (I'm now 24. Got sixty-nine goblin kills when I was 21. F#\$@ yeah.)

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 19, 2015, 02:58:53 am**

I have the same concern about the survivability of my dorf, but this would be really fun characterwise, so... I guess it's fine.

>"Lizzy" Drunkenwheel

Ah, what a nice day! The sun is shining, the birds are singing- Oh fuck no! Please, no!!! NOT FUCKING AGAIN! Why?! WHY? I barely managed to forget their horrible screams and!... Oh, please, why?! WHY DID THIS... Why? Why did this Splint guy decide to conscript me? I haven't told anyone here about my past. Ugh, fuck! At least, I'll get to be closer to the other soldiers.

It appears that I'm not the only dwarf drafted here. Some ImagoDeo guy (married) is taking up a spear as well. His name kinda rings a bell... Anyway, he's a decorated war veteran and a gobbo slayer like no other.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 19, 2015, 03:28:52 am**

Quote from: Splint on July 18, 2015, 11:01:45 pm

Did anyone else have a realization along the line of "Did we just plan to make some sort of Auschwitz camp to make zombie mutant attack dogs?" Or was that just me?

Soooo that's going in the quote bank

Quote from: Taupe on July 18, 2015, 10:55:14 pm

I will declare the best design to be "*the one that's implemented without causing a nightmare-inducing chain of events in the fortress*"

Either you've been playing the game wrong or I have

Quote from: Splint on July 18, 2015, 10:07:58 pm

- mutant dog gas chamber design snip -

I just went into arena mode and dropped 128 dogs onto 128 other dogs from 1z. The only injuries any of them suffered that weren't completely-superficial was a single broken toe and one dog that hit its head and was very briefly rendered unconscious. I think my design can be concluded to be safe, and it gives an easy way of moving dogs from the "unaffected" cell to the "mutant" cell like you say.

Although, it appears that mutant animals are sadly of questionable efficacy against anything with armor due to essentially being glass cannons that cannot last in protracted combat; I kept throwing huge waves of mutant dogs at a group of 12 decently-armored and skilled goblins and the goblins kept winning despite being outnumbered almost 3-to-1. They fare a bit better against Spawn due to the latter being unarmored but cannot inflict fatal injuries to them.

However, if you want to get REALLY crazy, we could totally put dwarven soldiers into the gas chamber. It'd be unsustainable in the long run due to the inevitable deaths causing unhappy thoughts and scaring away migrants, but it would work short-term. Mutant soldiers are INCREDIBLY effective. They don't even have to be trained -- just dump unnecessary migrants into the gas chamber after suiting them up.

Quote from: ImagoDeo on July 19, 2015, 02:06:56 am

yes, pisskop is a female dwarf

Jesus Christ, I swear I checked and thought I saw "he" in his description. Mea culpa.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 19, 2015, 05:44:03 am**

>all that supersoldier and gas chamber talk

The Overseer MUST hold ALL the powers in the fortress. As a regular spear has only one sharp point, so does the will of a nation. Nobility or even royalty matter nothing when we are facing the threat of being destroyed, or, even worse, incorporated into one of the barbaric societies. The only things that mean are brute force and the will to fight... Only through the complete militarisation of our nation we will be able to sucessfully struggle against out enemies. The party in that case is the phalanx, the sharp edge of a spear, guided by the common will of all the dwarves.

Some of our old traditions keep us from becoming the dominant race of the world. We must rethink some of our ways to improve our chanches in the upcoming Great War.

Among the so-called "sentient" races, only dwarves can be considered truly sapient. The humans with their distorted, primitive way of thinking are indeed no better then the vicious goblins. As for the elves, they are nothing more then bipedal animals driven by hatred towards dwarvenkind, a disgusting pack of nature-loving rats. The mutants aren't even worth mentioning. While the latter monstrosities must be eliminated at all costs, the first two should be enslaved to provide the nation with a pool of cheap workforce required for the completion of any grand designs that our nation might come up with.

These truths are self-evident, but the nation is still on it's way to accepting and fully implementing them. Our ideas are yet to be promoted, by means of word and action alike.

Cities and towns, villages and hamlets! We are sending our adepts everywhere to archieve the ultimate goal. This time, the outpost of Clobbermountains was chosen for our next strike. It looks like the perfect target for propaganda. Today, a minor settelment. Tomorrow, a large military base ready to take orders directly from the Leader!

For the glory of all Dwarves!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 19, 2015, 07:54:23 am**

Awesome. I'll have you guys inducted once the spring migrants arrive. Might not be able to get started again until this afternoon, looks like my dad's getting ready to do some yardwork and that inevitably means I'll have to help unless his leg isn't bothering him too much.

@ Mr Frog: Now, see, having animals to drop the next batch on is where the problem comes in: Most of the group before will probably be dead (spawn in particular won't stop until they're all dead unless they and the mutants ignore eachother,) which means very little in the way of cushions. They might be hulked out, but dogs are still dogs, complete with all the disadvantages of that the mutations fail to remove.

Plus, we have to wait for our dogs if we're gonna do that. Can't just poof them into existence.

Ultimately it'd probably be the definition of impractical, if only because of how long it takes to get more mutation-ready animals of sufficient size.

EDIT: Into month two now. Seems the cloud's a monthly or possibly a roughly bi-weekly occurrence.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **mikethete** on **July 19, 2015, 12:27:26 pm**

Quote from: Mr Frog on July 19, 2015, 03:28:52 am

However, if you want to get REALLY crazy, we could totally put dwarven soldiers into the gas chamber. It'd be unsustainable in the long run due to the inevitable deaths causing unhappy thoughts and scaring away migrants, but it would work short-term. Mutant soldiers are INCREDIBLY effective. They don't even have to be trained -- just dump unnecessary migrants into the gas chamber after suiting them up.

Wait a second, does the mist affect FB's and other randomly genned fun?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 19, 2015, 01:14:10 pm**

Quote from: mikethete on July 19, 2015, 12:27:26 pm

Quote from: Mr Frog on July 19, 2015, 03:28:52 am

However, if you want to get REALLY crazy, we could totally put dwarven soldiers into the gas chamber. It'd be unsustainable in the long run due to the inevitable deaths causing unhappy thoughts and scaring away migrants, but it would work short-term. Mutant soldiers are INCREDIBLY effective. They don't even have to be trained -- just dump unnecessary migrants into the gas chamber after suiting them up.

Wait a second, does the mist affect FB's and other randomly genned fun?

It affects anything that's not a werebeast or vampire and has the GENERAL_POISON class. Can't remember if FBs have that.

Quote from: Splint on July 19, 2015, 07:54:23 am

@ Mr Frog: Now, see, having animals to drop the next batch on is where the problem comes in: Most of the group before will probably be dead (spawn in particular won't stop until they're all dead unless they and the mutants ignore eachother,) which means very little in the way of cushions. They might be hulked out, but dogs are still dogs, complete with all the disadvantages of that the mutations fail to remove.

Just dropped 256 mutant dogs from 1z, this time onto bare stone. Again, only negligible injuries all around -- about 4 broken extremities (toes, ears) but nothing remotely-vital. There were about 3 bruised lungs and 1 minor concussion, all of which cleared up quickly. I still think my design is pretty safe. Broken toes are really a minor detail considering that they'll be dead after a year anyways. I do absolutely agree with you, though, that dogs will require numbers too great to be practical, which is why I recommend using unneeded migrants in full armor. It'll be difficult to maintain a continuous supply, but we'll only need a few at a time to do catastrophic damage to enemy troops, and they'll be durable enough to quite likely last the entire one-year time limit without replacing.

@Monitor Lisard

Wait, are our dwarves basically Nazis now? I was already going for a xenophobic authoritarian dictatorship but daaaaamn. What have I wrought!?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **TheBiggerFish** on **July 19, 2015, 01:14:10 pm**

Quote from: mikethete on July 19, 2015, 12:27:26 pm

Quote from: Mr Frog on July 19, 2015, 03:28:52 am

However, if you want to get REALLY crazy, we could totally put dwarven soldiers into the gas chamber. It'd be unsustainable in the long run due to the inevitable deaths causing unhappy thoughts and scaring away migrants, but it would work short-term. Mutant soldiers are INCREDIBLY effective. They don't even have to be trained -- just dump unnecessary migrants into the gas chamber after suiting them up.

Wait a second, does the mist affect FB's and other randomly genned fun?
Oh Armok.
We're so doomed.
Also, biological FBs can be hit by their own extracts, so...Kinda worried.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 19, 2015, 01:20:06 pm**

@TheBiggerFish:

That's part of why I put a one-year shelf-life on the syndrome -- if something entirely-unmanageable got turned I didn't want us to be forced to turtle for the rest of the fort's lifetime.

Also, before anyone asks: Spawn are immune, although due to an oversight on my part there may be a fringe case where a dwarf that's been infected with Spawnitis and subsequently mutated may eventually transform into a **mutant Spawn**. This would be bad, as they don't need to breathe and would not be killed by the ensuing organ failure.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **mikethete** on **July 19, 2015, 01:26:55 pm**

Quote from: Mr Frog on July 19, 2015, 01:20:06 pm
That's part of why I put a one-year shelf-life on the syndrome -- if something entirely-unmanageable got turned I didn't want us to be forced to turtle for the rest of the fort's lifetime.
Unless we get an organless FB,if that's even possible.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 19, 2015, 01:29:26 pm**

Quote from: mikethete on July 19, 2015, 01:26:55 pm
Quote from: Mr Frog on July 19, 2015, 01:20:06 pm
That's part of why I put a one-year shelf-life on the syndrome -- if something entirely-unmanageable got turned I didn't want us to be forced to turtle for the rest of the fort's lifetime.
Unless we get an organless FB,if that's even possible.

I think most of the material-based FBs don't have organs, although I am fairly-sure that they wouldn't have the GENERAL_POISON tag, assuming any of them do. oh god oh god oh god

In any case, I think we can agree that should an organless FB appear, *do not* let it get to the surface. This is one hypothesis that we do not particularly need to test empirically.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 19, 2015, 01:35:40 pm**

Quote from: Mr Frog on July 19, 2015, 01:20:06 pm
transform into a **mutant Spawn**.

!!FUN!! ensues.

@Mr Frog

By the way, that entry above was written on the spot, and I didn't have plans to elaborate it, so... If you want to incorporate it into the story somehow, you're free to use it, I really dig your creative writing.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 19, 2015, 01:48:51 pm**

Quote from: Monitor Lisard on July 19, 2015, 01:35:40 pm
Quote from: Mr Frog on July 19, 2015, 01:20:06 pm
transform into a **mutant Spawn**.

!!FUN!! ensues.

@Mr Frog

By the way, that entry above was written on the spot, and I didn't have plans to elaborate it, so... If you want to incorporate it into the story somehow, you're free to use it, I really dig your creative writing.

eEEEEee don't compliment me i turn into a massive egobeast

But yeah, like I said, I was already kind of going for our civ being a xenophobic totalitarian regime so your entry more-or-less fits in anyways, although it kind of implies that it's just a small faction that wants to gas everybody, which... isn't actually mutually-exclusive with what I wanted to do anyways. It'd totally be possible for our civ to be extremely authoritarian to begin with but to have a faction that wants to take it even *further* into all-out militarisation and genocide.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 19, 2015, 02:41:04 pm**

Quote from: mikethete on July 18, 2015, 11:24:22 pm
Quote from: Taupe on July 18, 2015, 10:55:14 pm
I will declare the best design to be *"the one that's implemented without causing a nightmare-inducing chain of events in the fortress"*
Where's the fun in that though?
Well that still implies that we'll implement every single design and then draw conclusions...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 19, 2015, 05:08:21 pm**

Quote from: Mr Frog on July 19, 2015, 01:29:26 pm
In any case, I think we can agree that should an organless FB appear, *do not* let it get to the surface. This is one hypothesis that we do not particularly need to test empirically.

I make no promises.

As for the civ being super authoritarian and all ~~how are we supposed to justify kill the nobles when they mandate star ruby windows in their rooms~~ it sounds like a fun idea! It would explain why people didn't just make Frog gtfo before his term was out.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 19, 2015, 05:22:31 pm**

Quote from: Ribbonfree on July 19, 2015, 05:08:21 pm

Quote from: Mr Frog on July 19, 2015, 01:29:26 pm

In any case, I think we can agree that should an organless FB appear, *do not* let it get to the surface. This is one hypothesis that we do not particularly need to test empirically.

I make no promises.

As for the civ being super authoritarian and all ~~how are we supposed to justify kill the nobles when they mandate star ruby windows in their rooms~~ it sounds like a fun idea! It would explain why people didn't just make Frog gtfo before his term was out.

It's also why Frog didn't refuse the mission or at least ask for them to double-check their records (besides having crippling dependency issues and being terrified of pissing people off). You do *not* say no to His Gaudiness. You do not criticise or even question him or his regiment. That is how you get executed.

E: Although, I feel like His Gaudiness is also somewhat of an ineffectual and easily-influenced ruler, and that most of the real decisions are made by others in his court, most notably the Royal Archivist.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 19, 2015, 05:37:09 pm**

Alright, awake now. And fed. Will try to get Slate done, and then provide a Spring update tomorrow.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 19, 2015, 05:47:15 pm**

Quote from: Splint on July 19, 2015, 05:37:09 pm

Alright, awake now. And fed. Will try to get Slate done, and then provide a Spring update tomorrow.

Boo to the yah. How's the FPS holding up? The site was a bit deeper than I would've liked, but it was the best place I could find that had magma, iron ore, seething mist, and no aquifer.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 19, 2015, 05:53:34 pm**

Faster than I'm used to since I've been playing 40.24 a bunch.

I also hate your initial fortress set up with an irrational burning passion Mr Frog. Everything's too small, the depot's not where I keep thinking it should be, there's already two marksdwarves (who are working on becoming more useful as hammerdwarves since we have nobody to carve any training ammo,) Noel got some of his teeth heabutted out by a toad, we have a ghost insulting Mr Frog's beard, and IT'S ALL YOUR DAMN FAULT.

Yes, this happened in the space of a single month.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 19, 2015, 08:33:08 pm**

Quote from: Splint on July 19, 2015, 05:53:34 pm

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I was super sad because I'd thought I'd not managed to leave enough confusing WTFery for you to puzzle through, so I am absolutely pleased as punch to hear that the fundamental way I design a fortress is apparently incompatible with your playstyle.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 20, 2015, 02:07:40 am**

Quote from: Mr Frog on July 19, 2015, 08:33:08 pm

Quote from: Splint on July 19, 2015, 05:53:34 pm

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Basically, that's what succession games are all about.

Also, Dwarf Fortress: Stories of beer halls and goose step confirmed.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 20, 2015, 04:46:18 pm**

Quote from: Mr Frog on July 19, 2015, 08:33:08 pm

Quote from: Splint on July 19, 2015, 05:53:34 pm

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I was super sad because I'd thought I'd not managed to leave enough confusing WTFery for you to puzzle through, so I am absolutely pleased as punch to hear that the fundamental way I design a fortress is apparently incompatible with your playstyle.

Less incompatible and more it just looks fucking lazy. Take some damn pride in your work man, bring an extra miner if you gotta. Seriously, this place is so lazily designed even in this early state that it's almost sad.

The Depot thing is legitimately irritating though. Kinda hard to keep a lockdown when you need to keep the gate open for caravans (I favor the "leave them to their fate" method of building the things.)

At any rate, found more hematite, some galena, and more gold. We also have some local rock crystal, if anyone wants to make the fanciest of windows. Will provide the proper update later tonight if the power doesn't go out.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 20, 2015, 05:07:49 pm**

Quote from: Splint on July 20, 2015, 04:46:18 pm

Quote from: Splint on July 19, 2015, 05:53:34 pm

I also hate your initial fortress set up with an irrational burning passion Mr Frog. Everything's too small, the depot's not where I keep thinking it should be, there's already two marksdwarves (who are working on becoming more useful as hammerdwarves since we have nobody to carve any training ammo,) Noel got some of his teeth heabutted out by a toad, we have a ghost insulting Mr Frog's beard, and IT'S ALL YOUR DAMN FAULT.

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Lazy how? I'm not offended, just curious.

Although, if it bugs you in the way I think it's bugging you, thank your lucky stars I never got around to making bedrooms. For most of my forts I usually just copy-paste the same square 8-bedroom housing unit over and over and over (think I actually had the design as a macro at one point) until it looks like some kind of Escherian fever dream.

...I think I'm starting to understand why I got bored of this game :V You only get out of it what you put in and I wasn't putting in jack shit

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **ImagoDeo** on **July 20, 2015, 05:28:20 pm**

Quote from: Splint on July 20, 2015, 04:46:18 pm

Less incompatible and more it just looks fucking lazy. Take some damn pride in your work man, bring an extra miner if you gotta. Seriously, this place is so lazily designed even in this early state that it's almost sad.

The Depot thing is legitimately irritating though. Kinda hard to keep a lockdown when you need to keep the gate open for caravans (I favor the "leave them to their fate" method of building the things.)

At any rate, found more hematite, some galena, and more gold. We also have some local rock crystal, if anyone wants to make the fanciest of windows. Will provide the proper update later tonight if the power doesn't go out.

I was actually pretty happy with the entryway's design. The depot is in a 'leave them to their fate' situation, and those three hatches can be locked to prevent the entry of literally anything from outside. I very much approve of it.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 20, 2015, 05:30:01 pm**

I know it's a matter of different playstyles, but, off the top of me head...

Central stairwell is rather small. I go for 3x3 or 5x5. I'll make it known, I am a bit of a symmetry whore when it comes to certain things.

Dining hall and food storage are abysmally small. Same for the farms. Thier placement of everything is also highly disjointed.

Industries in general are painfully disorganized and crammed in tiny spaces. We also have two bowyer workshops. For some reason.

As to housing, lately I've been doing a system with room for four dwarves and plenty of open space: A bed, chest, and two cabinets each, set up so that the cabinets can be perceived as a "wall" of sorts between the personal spaces. I'm hoping such a set up is good for promoting community (and thus increase the chances of violent rioting if a wave of deaths hit.) Looks pretty nice too.

Noel doesn't have his own quarters. As he is bookkeeper, this angers me. Not sure why.

Depot placement aggravates me to no end, as does the slightly swirly walls. The Depot is mostly just a matter of preference, but the walls legitimately bother me. Makes the wagons take longer to get to it and get the fuck out when they wanna leave.

Speaking of, we have elves. Kill or trade?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **TheBiggerFish** on **July 20, 2015, 05:33:26 pm**

They volunteered to help make bones. Nah, leave them alive for now, you've got enough on your plate with the mutants AND the Spawn. ((Speaking of, have any been seen yet???)

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 20, 2015, 05:43:55 pm**

Quote from: TheBiggerFish on July 20, 2015, 05:33:26 pm

They volunteered to help make bones. Nah, leave them alive for now, you've got enough on your plate with the mutants AND the Spawn. ((Speaking of, have any been seen yet???)

They may pop up this turn, but right now it's just kobolds trying to nose around the area.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 20, 2015, 06:07:29 pm**

I feel like not making enemies of the elves may be a bit more prudent in this particular locale and fortress. Blasphemy, I know, but hear me out. They might be our best source of some high quality exotic mutants we otherwise wouldn't find on the map.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 20, 2015, 06:18:18 pm**

Quote from: Ribbonfree on July 20, 2015, 06:07:29 pm

I feel like not making enemies of the elves may be a bit more prudent in this particular locale and fortress. Blasphemy, I know, but hear me out. They might be our best source of some high quality exotic mutants we otherwise wouldn't find on the map.

Considering we can't put in orders, said supply would be highly irregular and a bitch to really get to usable levels.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 20, 2015, 06:24:27 pm**

Why don't we just use caged goblins for mutant warfare? Replacements are in large supply, and they even come pre-equipped with weapons and armor. It's admittedly not quite as metal as using our own residents, but on a practical level it seems promising.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 20, 2015, 08:27:24 pm**

Quote from: Mr Frog on July 20, 2015, 06:24:27 pm
Why don't we just use caged goblins for mutant warfare? Replacements are in large supply, and they even come pre-equipped with weapons and armor. It's admittedly not quite as metal as using our own residents, but on a practical level it seems promising.
Or zombies. They don't need organs, do they?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 20, 2015, 08:43:06 pm**

Quote from: Taupe on July 20, 2015, 08:27:24 pm
Quote from: Mr Frog on July 20, 2015, 06:24:27 pm
Why don't we just use caged goblins for mutant warfare? Replacements are in large supply, and they even come pre-equipped with weapons and armor. It's admittedly not quite as metal as using our own residents, but on a practical level it seems promising.
Or zombies. They don't need organs, do they?

There are no zombies on this map.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 20, 2015, 09:28:44 pm**

[I'll have a proper set of journals for later and link'em here. For now, let us begin.]

1-1-202

Mr Frog's been getting increasingly erratic, and as of noon today I've assumed command at his request. I seized the Overseer Logbook from him and when I informed him so, he said it was fine because he was supposedly going to give it to me at dinner tonight anyway.

First order of business, is clearing this garbage about Rakust. She's dead, and we all know it.

Rakust Inodsherik, Fishery Worker Deceased

Everyone was almost instantly turning on Mr Frog - who was having a massive panic attack at the declaration, screaming that she wasn't dead - but Lizzy spoke up and said something about it being a typical accident when igniting magma furnaces. Girl's a bit creepy, doesn't really talk much. But at least when she does, she really has a reason to. Speaking of, I spoke with her husband and found out she's from the Frontier Guard, killed two banshees even.

The Kills of 'Lizzy' órkol	The Kills of 'ImagoDeo' Enkosònul
Two Kills	Sixty-Nine Kills
Lohroh Masteredbird the banshee, d. 156 Amjebh Hustledrains the banshee, d. 156	Sixty-nine goblins (♀) in The Earthen Swamps
"'Lizzy' Drunkenwheel" ♀	"'ImagoDeo' Takemirror" ♂
Store Item in Stockpile	On Break
Competent Speardwarf	Competent Speardwarf
Novice Shield User	Novice Shield User
Novice Armor User	Novice Armor User
Novice Dodger	Novice Dodger
Novice Fish Dissector	Adequate Clothier
Novice Fish Cleaner	Dabbling Grower
Dabbling Tanner	Dabbling Bowyer
Dabbling Grower	Dabbling Persuader
Novice Fisherdwarf	Dabbling Negotiator
Dabbling Furnace Operator	Dabbling Judge of Intent

The names sound familiar. Might be the witches who gave some of the border forts a monumental pain in the ass a few years back. There's also another candidate, who frankly should have been given this post over me: ImagoDeo. I thought I recognized his name when they all filed into the fort. Part of the Capital Guard when they were deployed out to The Earthen Swamps a few years back. From what I understand, that dwarf is a monster when he wants to be. Took out two platoons of goblins and then some on his own during a battle in that region.

I hate to ask them both to put their lives on the line again, but in a place like this, we really could use all the dwarves with prior training we can get our hands on, so I left them each a note by the drink stockpile.

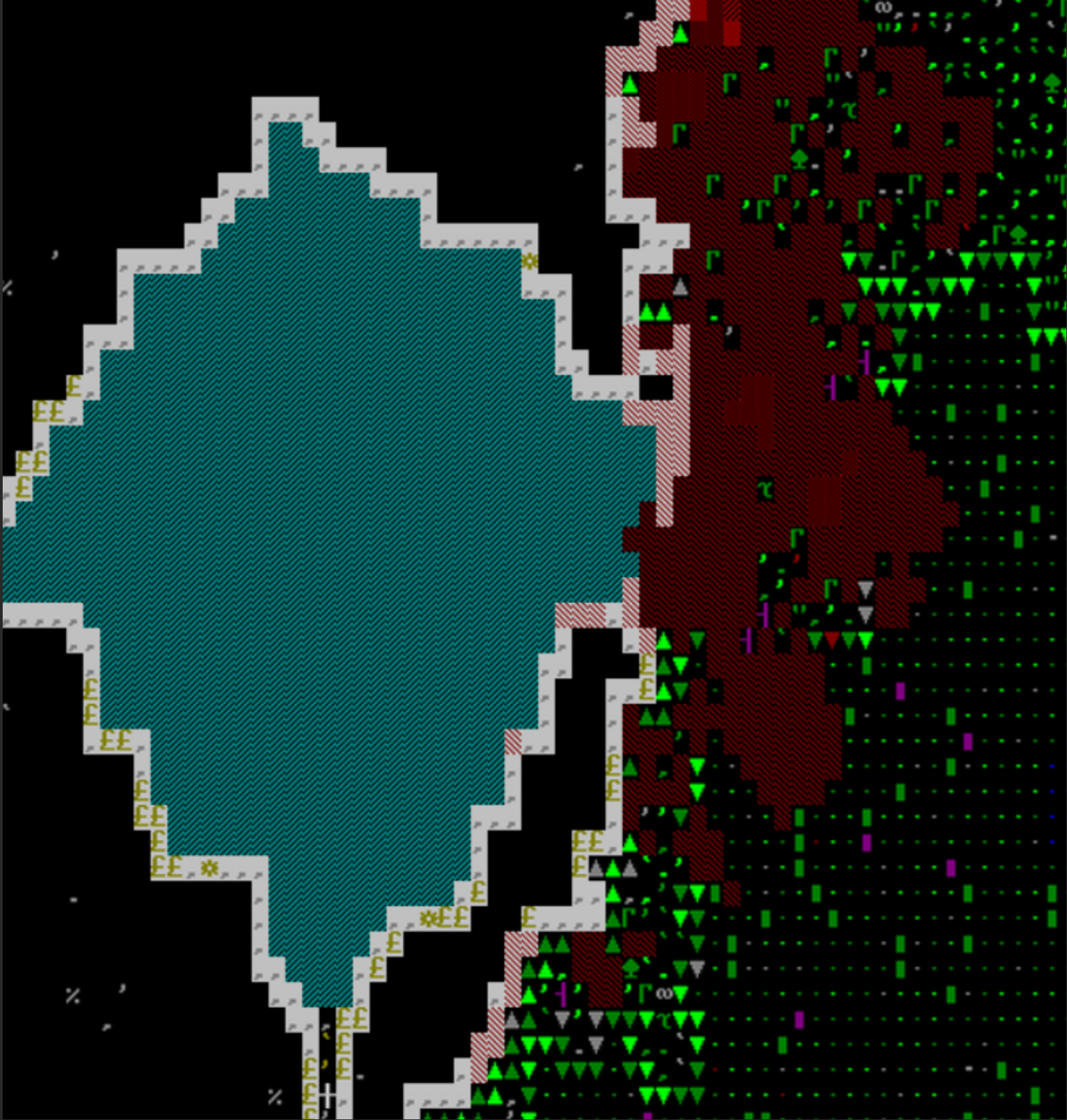
I've also put in an order for some wheelbarrows to haul the copper we have at the moment, and for some Bucklers for the marksdwarves. Won't be much, but if someone closes with them, it won't matter anyway unless they're really good brawlers.

I've set up some light patrol and heavy duty metal uniforms (or more, I nailed a spare tablet to the wall in the forges with the items needed for each.) A simple leather set-up won't be worth much, but if we have an emergency response team, that'll be what to give them.

I've also set up duty rosters for an additional 6 squads: 4 melee, 2 ranged. I don't care what anyone says, I don't trust any marksdwarf to reliably kill a spawn.

1-3-202

Put in requisition form for 4 additional crossbows.



The Cloud disgorged another concentration from the northwest. Rolled over the volcano mouth, but thankfully the heat seems to keep it out.

Also told Mr Frog to quit making pots and to get back to digging up hematite and copper (preferably the former, because he seems to have developed a minor speech tic; I swear to Vumom he keeps muttering the word hematite.

Uumom
Uumom is a deity of The Torrid Lash. Uumom most often takes the form of a female dwarf and is associated with speech.

1-11-202

You have discovered an expansive cavern deep underground.
Press **Enter** to close window

Fuck you nature. Fuck you with the biggest, splinteriest dildo the elves can provide.

-

The Giant Toad bites The bookkeeper in the upper left back teeth and the severed part sails off in an arc!
The Speardwarf stabs The Giant Toad in the head with her (copper spear), tearing the muscle, shattering the skull and tearing the brain! A tendon in the skull has been torn!

Double fuck you nature. And let's upgrade that to a big, knobbly, rusty, spiked dildo, made by the most unskilled metalcrafter in the world.

A fucking frog crawled out of the caves about an hour after our bumblefuck of a former overseer knocked a hole in the wall. I can't fault him for the wall bit but but gods damn, you'd think he'd have had the sense to stop when he knocked a hole in the wall big enough to see through. Bit the crap out of Noel, though thankfully the worst injury he got was some teeth knocked out when the thing headbutted him.

Whatshisname made us some iron spears (after I told him to quit piddling with that engraving - someone else could do it later,) and I was picking up mine when Lizzy shouted an alarm, so Mikethete took care of it. Both rearmed now though.

1-15-202

Told Mr Frog to knock it off with the pots and plug that stupid hole (since the last three people I told to do it haven't.) Also asked Ribbon to slice up that giant toad before it rots; the bones will make for some good trade materials.

1-20-202

Once the hole is plugged I'm going to begin laying out accommodations, 7 urists tall, 6 wide on the outline. Enough space for either two families of three or four couples/single individuals to live comfortably. I also sincerely hate the layout of this place. Everything feels... Laid out wrong. The depot looks like it's in the wrong place, the central stairwell is too small, hell, the everything is too small in this miserable place.

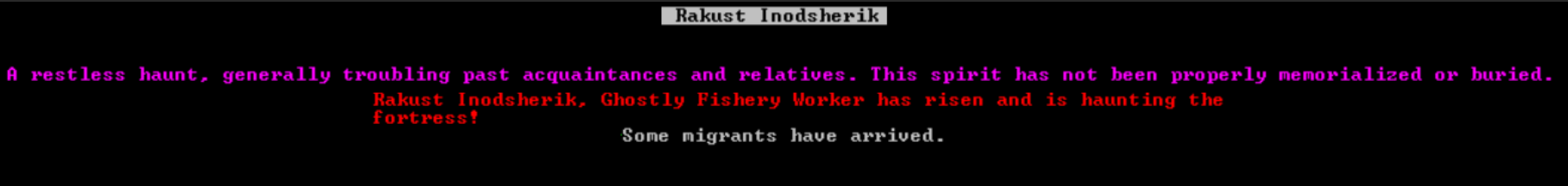
1-22-202

Another cloud rolled in. Might be a monthly or bi-weekly occurance. Not sure. Need to wait for it to pass all the same though, cause we need more wood.

1-26-202

Mr Frog organized a party in that room he calls a dining hall. I'd have given him a swift kick in the dick, but maybe some time to relax will help settle his mind.

2-2-202



If anyone doubted my declaring Rakust dead, they can't now. Just wish someone would make that stupid slab I asked for two weeks ago especially since in between baleful moaning and insulting Mr Frog's beard, she keeps complaining about it.

We've also spotted some migrants, and I've begun screening them for military candidates.

-

Sazir, Swordsdwarf, Veteran of War with the Elves. Killed a bear and it's rider.
Mistem, Macedwarf, Veteran of Mauvegrip Skirmish against the Banshees, one banshee kill, and one bear kill. Installed as Sergeant of The Rounded Papers.
Kumil, Child. Son of Sazir and Mistem.

Adil, Speardwarf, Veteran of Mauvegrip Skirmish, one bear kill. Assigned to The Golden Men.

Zaneg, Marksdwarf, Veteran of the War of Beasts, Capital Guard Member. Killed two ogres at The Earthen Swamps. Confirmed the kills on ImagoDeo's record. Assigned to The Tan Caves under
Momuz, Swordsdwarf, Veteran of the War of Beasts, Capital Guard Member. One Ogre kill at The Earthen Swamps. Installed as Sergeant of The Glowing Roads.

Ustuth, Macedwarf, Unknown conflict veterancy, claims to have served in the Capital Guard at The Earthen Swamps. Assigned to The Rounded papers.
Onget, Speardwarf, Unknown conflict veterancy. Assigned to The Golden Men.

Thikut, Axedwarf, Veteran of Mauvegrip Skirmish. One banshee kill. Skill in metalcrafting, and now assigned to carve training ammo for The Tan Caves as well. Assigned to The Rounded Papers (to shore up weakness of maces.)

Iton, Macedwarf, Eathen Swamps veteran, Lizzy's older sister. one goblin kill. Assigned to The Rounded Papers.
Ducim, Sowrdsdwarf. Assigned to The Glowing Roads and tasked with smelter operation with Ustuth.

Kib and Ber, Sword and Spear respectively. One human and two banshees at The Earthen Swamps. Glowing Roads and Cobalt Planks.
Vabok, Son of Kib and Ber.

Aban, Marksdwarf, one elf at Mortaldawn (fitting name, heh,) 9 banshees at Seducedmurder. Tan Caves.
Rigoth, Macedwarf, one elf kill in Prophetivy. Rounded Papers.

Sibrek, Axedwarf, 10 banshees, Earthen Swamps.
Besmar, Hammerdwarf.
Child, Daughter of Besmar and Sibrek.

Dastot, Axedwarf, 1 bear.
Nil, Axedwarf, 8 Banshees.

Installed ImagoDeo as Sergeant of The Cobalt Planks and Assigned Lizzy to his unit as a reservist force. It will act as a combined arms unit, with Nil, Sibrek, Dastot, and Besmar to serve with them so thier skills stay sharp in case we need them. Dastot's serving as our CMD, so hopefully they won't end up in that sort of situation...

-

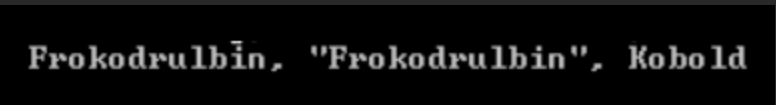
Population is now 41, going to fill out the remaining duties in administration.

2-24-202

Managed to get booze production going. All I had to do was have Noel tell everyone we were down to not even one mug a person and the farmhands jumped right on it. It'll just be that nasty mushroom wine, But still. Better than no booze at all.

2-28-202

Call it a hunch, but I feel like we aren't alone here.



3-3-202

Another cloud. Seems my suspicions are confirmed, very roughly bi-weekly. This time it blew up from the south east, caught a python, which thrashed about for a bit and wriggled out of the area. Thing had more in common with a lumpy plump helmet and yak meat sausage than a python after that...

3-4-202

More minerals, in particular, hematite is in there! Maybe that'll distract Mr Frog from the whole "being accosted by the dead" thing. Which he wouldn't need to worry about if someone would, I dunno, make that fucking slab and set it up perhaps?

3-16-202

A elven caravan from Imiwa Sila has arrived.

Elves sighted, looked to see what we have for sale to attract people. Not much, just a bunch of spar mugs and an extra metal crossbow Aban won't be using anymore. Still, we could use the cloth in case anyone goes a bit funny in the head and wants rope reed cloth.

Weapons production is going well. Rounded Papers are armed with copper maces (it's a bit heftier than iron is, so it should hurt more if I remember right, and saves iron for bladed weapons and armor,) And the Glowing Roads can begin training as soon as they have the space to do so.

3-20-202

Another cloud.

3-24-202

Iton spotted a kobold today and took care of business. Knocked it down before it could take off and bashed it's head in with her shield!



The Macedwarf charges at The Kobold Thief!
The Macedwarf strikes The Kobold Thief in the left hand with her +cacao wood shield+, bruising the muscle!
The Macedwarf collides with The Kobold Thief!
The Kobold Thief is knocked over and tumbles backward!
The Macedwarf strikes The Kobold Thief in the head with her +cacao wood shield+, bruising the muscle, jamming the skull through the brain and tearing the brain!
→The Kobold Thief has been knocked unconscious!

[The fact this only took two hits pleased me to no end and I'm not sure why.]

-



Iton is dead. We got attacked by fucking kobolds. **kobolds**. They jumped Iton in the entrance while she was picking up the slain Kobold's gear to sell to the elves, heard the commotion and brought The Glowing Roads with us. Ducim suffered a minor cut on his leg, but aside from that, there were no other losses or injuries.

Iton's killer escaped though unfortunately. It's been labelled with the epithet of Steppeinked. My guess is because the ground was inked with Iton's blood.

So guys, spring is more or less done. And we got our first ambush. Not banshees, not goblins, not even Spawn, but we got jumped by fucking *kobolds*. Fun fact,this was my first kobold ambush ever. In 3 - 4 years of playing this game.

Spent it mostly getting the military in order, setting up the magma foundry more fully, laying some groundwork for living quarters, expanding the food storage and dining hall, hunting for ores, and observing the cloud patterns. I'm open to suggestions on renaming the squads.

Population is currently 40 (out of 41,) many of whom have prior combat training and have been thrown into squads reflecting this.

Population: 40
Total casualties: 3. 1 dead, two wounded.
Net Pop. Gain from last Overseer: +28

Injuries/Deaths
Swordsdwarf Ducim, shallow leg injury inflicted by Kobold spear.
Bookkeeper Noel, several of his back teeth knocked out by a giant toad headbutting him.
Macedwarf Iton, Shot in the head by kobold bowman.

My only question now is what in the literal fuck would kobolds want with this miserable pit? Were our iron high boots really that nice? Those little bastards must know something we don't about this place.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **TheBiggerFish** on **July 20, 2015, 09:36:00 pm**

((Splint! Splint! Rah rah rah!))
((The kobolds don't want IN to the fort, they want OUT of the jungle! That was obviously a message arrow! Or...Multiple message arrows!!!))

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 20, 2015, 10:07:55 pm**

Why is it that I seem to consistently spend days and days obsessively-balancing mods for succession forts only for the *real* threat to be something stupid, like medical malpractice or tiny kleptomaniacs with shitty bows? (Admittedly it's only been twice now, but that's twice too many)

Lots of fun journal fodder this update, so I guess it's time for me to get to writing *grumble grumble*

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 20, 2015, 10:23:11 pm**

With no reliable way to go outside and claim stuff thanks to the mutafog, I've got a feeling that the kobold issue will only amplify over time...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 21, 2015, 01:51:39 am**

Quote from: Taupe on July 20, 2015, 10:23:11 pm
With no reliable way to go outside and claim stuff thanks to the mutafog, I've got a feeling that the kobold issue will only amplify over time...

Gosh, I sure hope so. My knowledge of succession forts is far from encyclopedic but I'm pretty sure meeting our end at the hands of motherfucking kobolds would make us at least fairly-notable.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 21, 2015, 02:09:42 am**

You say, Lizzie's married? That'll make things a bit more complicated. What's her husband's name?

And, by the way, Iton and her journey will provide some additional material for the journals.

Tomorrow. Tomorrow we're holding the most important meeting of this century.

When our propaganda reaches every single dwarf in the world, the columns will rise, and will come marching in to the Mountainhome. But His Gaudiness, as honorable as he is, will probably not be ready to support our cause. He also wants the brighter future for the dwarvenkind, and he will not accept any conditions from a group of rebels, even respectable-looking.

But we are no filthy mutineers. We are the people's voice. And we do not want to crush and ravage our glorious state or rob the wealthy. No, this is a goblin's friend talk. We are willing to show the real dream of our nation... War! War till there are no enemies! War till the golden age of our kind!

We know, some dwarves in the government support us. Even barons and counts... But we need to establish closer ties with the council members. And not with some high-ranking figureheads. I think, I know just the person... His Gaudiness trusted counsellors should be able to change his mind, and we will obtain the perfect leader for our nation.

For the glory of all dwarves!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 21, 2015, 04:41:49 am**

Jeff's Journal, Entry 4:
So, this hot ghost just appeared in the fortress. Cool huh? She looks just like that hot fisherdwarf too. The old bossman says that she's alive, and the new one says that she's dead; I dunno, and I don't really care. Speaking of the new bossman, he's an even bigger hardass than the last one. Since he wants us all to work so hard, why not expand the fields, man? And while you're at it, why not give me a better personal suite?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 21, 2015, 04:55:51 am**

Quote from: Mr Frog on July 20, 2015, 10:07:55 pm
Why is it that I seem to consistently spend days and days obsessively-balancing mods for succession forts only for the *real* threat to be something stupid, like medical malpractice or tiny kleptomaniacs with shitty bows? (Admittedly it's only been twice now, but that's twice too many)

Lots of fun journal fodder this update, so I guess it's time for me to get to writing *grumble grumble*

On the upside, at least we didn't end up Waterburned (<http://like http://tvtropes.org/pmwiki/pmwiki.php/LetsPlay/Waterburned>) in this kobold encounter (look under "Epic Fail.") Iton was probably only killed because her squad is, at present, going to be last to get its kit discounting, weapons. Her mace was also produced, rather tragically, right after she was killed.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Noel.se** on **July 21, 2015, 06:23:56 am**

Diary of Noel Logemsedur, bookkeeper of Clobbermountains

12th of Granite, year 202
I struggle to believe it, but a giant toad attacked my out of nowhere and knocked some of my teeth out. By Tumam, this hurts! I should never have come here, at this rate I'm going to die before I reach the age of twenty.

3rd of Slate, year 202
This night I heard Rakusts voice. Perhaps it was some sort of fever dream, I was lying in agony again due to my broken teeth. Am I slowly losing my sanity?

20th of Felsite, year 202
I hear her every night and sometimes at day. She says how it was my idea to come here, how it is all my fault. Stop It, please! Start haunting Mr Frog instead!
Perhaps she simply needs to be remembered. I shall ask the Overseer for a memorial slab.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **TheBiggerFish** on **July 21, 2015, 06:37:31 am**

Quote from: Splint on July 21, 2015, 04:55:51 am

Quote from: Mr Frog on July 20, 2015, 10:07:55 pm

Why is it that I seem to consistently spend days and days obsessively-balancing mods for succession forts only for the *real* threat to be something stupid, like medical malpractice or tiny kleptomaniacs with shitty bows? (Admittedly it's only been twice now, but that's twice too many)

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Yer link is broken.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Noel.se** on **July 21, 2015, 09:10:03 am**

Quote from: TheBiggerFish on July 21, 2015, 06:37:31 am

Quote from: Splint on July 21, 2015, 04:55:51 am

Quote from: Mr Frog on July 20, 2015, 10:07:55 pm

Why is it that I seem to consistently spend days and days obsessively-balancing mods for succession forts only for the *real* threat to be something stupid, like medical malpractice or tiny kleptomaniacs with shitty bows? (Admittedly it's only been twice now, but that's twice too many)

Lots of fun journal fodder this update, so I guess it's time for me to get to writing *grumble grumble*

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Yer link is broken.

It works fine for me.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 21, 2015, 03:53:43 pm**

If its alright with you guys, I'm taking the day to work on some commission stuff (I gotta get game money somehow,) and just piddle with the fort. Might get something done, might not.

Today's just been pretty depressing and even dorfs can't fix that. Will return to the fort in earnest tomorrow.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 21, 2015, 04:50:27 pm**

Quote from: Splint on July 21, 2015, 03:53:43 pm

If its alright with you guys, I'm taking the day to work on some commission stuff (I gotta get game money somehow,) and just piddle with the fort. Might get something done, might not.

Today's just been pretty depressing and even dorfs can't fix that. Will return to the fort in earnest tomorrow.

Ooh, you get commissions? I'm jealous!

You can totally take a day off if you need it. Hope you feel better. You can PM me if you need someone to rant at or something.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 21, 2015, 05:25:08 pm**

Quote from: Mr Frog on July 21, 2015, 04:50:27 pm

Quote from: Splint on July 21, 2015, 03:53:43 pm

If its alright with you guys, I'm taking the day to work on some commission stuff (I gotta get game money somehow,) and just piddle with the fort. Might get something done, might not.

Today's just been pretty depressing and even dorfs can't fix that. Will return to the fort in earnest tomorrow.

Ooh, you get commissions? I'm jealous!

Yup. I apparently have at least one friend willing to chuck money into a barrel fire. Kinda wish it was of things I could readily share here, but it eh hh... Is not, and I'll leave it at that.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 21, 2015, 06:03:37 pm**

Quote from: Splint on July 21, 2015, 05:25:08 pm

Yup. I apparently have at least one friend willing to chuck money into a barrel fire. Kinda wish it was of things I could readily share here, but it eh hh... Is not, and I'll leave it at that.

Oh my.

Well for the sake of family friendliness make sure Splint never gets assigned to stone detailing in the future folks.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **mikethete** on **July 21, 2015, 06:35:15 pm**

Excerpt from the diary of "mikethete" Atheldallith

11 Granite 202

Stabbed a damn toad good I did, bastard tried to take a chunk out of our Bookkeeper before I gave it the pointy end of the ol copper spear right in the head.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 21, 2015, 06:39:06 pm**

1 Granite 202

Oh, happy day! Splint got my sticky note! All of them, actually! I felt a bit bad about asking him to do this for me, but now the fortress is in much better hands, and nobody will have to get mad at me! Now I can sit here and talk to Rak—alIII I want!

UPDATE: Oh no o—no I SPOKE TOO SOON! Everybody's chasing me around now asking where R—is and scReaminNG at me about EVERYTHING I MESSED UP!! It LOoks like Lizzy's trying to taLk them down but theY'RE SO ANGRY AT ME! THEY'LL THRoW ME OUT OF THE FORTRESS, I KNOW IT! I'm going to go hide down in the mining shafts but I know they'll find me in there and they're going to hurt

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **TheBiggerFish** on **July 22, 2015, 02:59:39 pm**

Not to impugn your artistic abilities, but was that drawn in MS Paint???

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 22, 2015, 03:14:49 pm**

Quote from: TheBiggerFish on July 22, 2015, 02:59:39 pm
Not to impugn your artistic abilities, but was that drawn in MS Paint???

No. Why?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 22, 2015, 03:15:09 pm**

Quote from: cherry-hearts on July 22, 2015, 03:14:49 pm
Quote from: TheBiggerFish on July 22, 2015, 02:59:39 pm
Not to impugn your artistic abilities, but was that drawn in MS Paint???

No. Why?

...Oh. Photoshop?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 22, 2015, 03:18:34 pm**

The adventure continues. Got a possession, traded with the elves, built something resembling a hospital, and built the first part of a graveyard.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 22, 2015, 03:20:36 pm**

Sorry, I just really wanted to draw him.

This is a rendition of a well-made engraving of Jeff The Farmer.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Jeff.png.html>)

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 22, 2015, 03:21:59 pm**

Wow that's actually really neat!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **TheBiggerFish** on **July 22, 2015, 03:26:51 pm**

Great work, there.
@Splint:
Aw, POSSESSION. Bluh.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 22, 2015, 03:29:29 pm**

Quote from: TheBiggerFish on July 22, 2015, 02:59:39 pm
Not to impugn your artistic abilities, but was that drawn in MS Paint???

Quote from: Taupe on July 22, 2015, 03:15:09 pm
...Oh. Photoshop?

This is clearly bullying and you'd better cut it out or I'm reporting each and every one of you.

Quote from: Monitor Lisard on July 22, 2015, 03:20:36 pm
Sorry, I just really wanted to draw him.

This is a rendition of a well-made engraving of Jeff The Farmer.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Jeff.png.html>)

Not bad, but your line-work is a little rough around the edges. Also the anatomy needs some work.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 22, 2015, 03:32:13 pm**

Quote from: cherry-hearts on July 22, 2015, 03:29:29 pm
Not bad, but your line-work is a little rough around the edges. Also the anatomy needs some work.

Thank ya! I wasn' t really going for anatomy here, at first I tried to make it look a cartoonish bobblehead. About rough lines - that's because your character is ~~extra-edgy~~ this pun is so disgusting.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 22, 2015, 03:43:40 pm**

I'm going to take a turn at drawing Jeff now. You people have delayed an update for art, i hope you're proud of yourselves.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 22, 2015, 03:54:14 pm**

Yay! I'd love to see more MS Stone (or even EngraveShop) engravings on the deck. Community-made illustrations are always nice.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 22, 2015, 04:01:57 pm**

I leave you guys unattended for *one night* and what have I walked in on

Quote from: Monitor Lisard on July 22, 2015, 03:20:36 pm
[Spoiler: Spoiler'd for excessive sex appeal \(click to show/hide\)](#)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Jeff.png.html>)

Such a stud

try to remain calm, ladies

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 22, 2015, 05:16:15 pm**

Ribbons journal

Oy Jeff is a fuckn hunk imma get into dem pants :3 :3

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 23, 2015, 03:04:37 am**

4-1-202

Momuz Bokbonlitast, Spinner has been possessed!
Momuz Bokbonlitast has claimed a Craftsdwarf's Workshop.

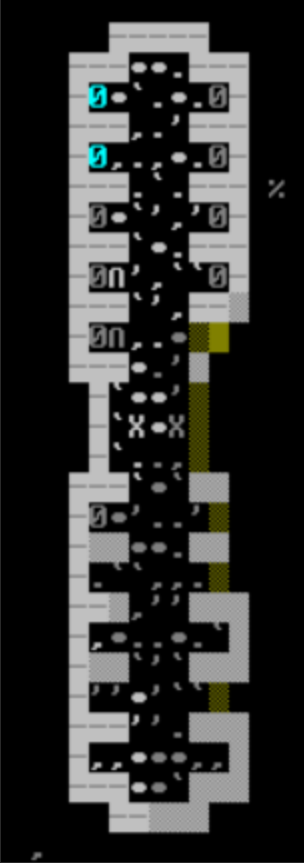
It figures our first striking of divine inspiration is a useless one. Took all our bones and set to work.

4-3-202

Out of bones now thanks to that idiot and their pointless project. Laid out a space for a hospital above the cavern lake, and the elves have been traded with. Dumped the kobolds' clothes, a bow, and some arrows on them plus a few mugs. Strange thing about that, the elves seemed to be dreading box after box of mugs showing up when we brought some out.

Whatshisname asked why, and they held up an amazingly well crafted granite mug from some place called Spearbreakers. Frankly, whoever made that made Mr Frog's mugs look like a lumpy potato with a handle on it.

There's also a more or less finished graveyard. We gave Rakust a courtesy casket to go with her headstone, which she says she appreciates, but would much more appreciate the actual headstone. We've also buried Iton.



4-5-202

Momuz Bokbonlitast, Spinner has created ágsikel, a giant toad bone scepter!

Press Enter to close window

ágsikel, "Overhoods", a giant toad bone scepter

This is a giant toad bone scepter. All craftsddwarfship is of the highest quality. This object menaces with spikes of dog bone and water buffalo bone. On the item is an image of Overhoods the giant toad bone scepter in giant toad bone.

12000 coppers worth of junk. I'm sure the Monarch will love it if he decides to visit.

4-9-202

Rakust Inodsherik, Ghostly Fishery Worker has been put to rest.

Rakust is gone for good. Thank Vuvmom for that. It *seems* that Mr Frog has calmed down considerably as a result. Still has that tic with hematite, but at least he's not as jumpy as he was over the better part of the last year. Hope it lasts.

5-5-202

Migrants have arrived. Began the usual screening process. Won't bother recording them this time. Nothing of note happened the last few weeks otherwise.

Population stands at 51, a large chunk of them being combat veterans. If I'm not mistaken, a mayoral election is due probably next season. I'll layout the plans, and hope to the gods we have time to set up before we have an irate elected official on our hands.

5-18-202

'Pisskop' Kutandomas, Sergeant has given birth to a boy.
Uabôk Mengen has grown to become a Peasant.

Pisskop gave birth to a boy today. Frankly, she seemed as surprised as the rest of us because she was still able to wear her armor properly! And as a bonus, Kib and Ber's son Vabok is old enough to start working.

5-21-202

'Lizzy' órkol, Fishēry Worker has given birth to a boy.

Lizzy gave birth to a Boy today, and it seems to have her and Wolf happy as can be. Good for them.

6-14-202

A human caravan's arrived, and we got a visit from a banshee. Mikethete's killed the witch handily, and caught a second on her way back in! Ran the first one's head through, and smashed the second's head with her shield.

The Kills of 'Mikethete' Atheldallith

Two Notable Kills

Surou Snarlingsearches the banshee, d. 202
Naesa Gravebalanced the banshee, d. 202

One Other Kill

One giant toad <♀> in Clobbermountains

The Speardwarf stabs The Banshee Thief in the head with her -iron spear-, tearing the muscle, shattering the skull and tearing the brain through the <<phantom spider silk hood>>!
A tendon in the skull has been torn!
The Banshee Thief has been knocked unconscious!

The Speardwarf strikes The Banshee Thief in the head with her *mahogany shield*, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Banshee Thief has been knocked unconscious!

‘Whatshisname’ Eribbecor, broker cancels Fell Tree: Interrupted by Cassowary mutant.

Whatshisname got jumped by a mutant today. Guess the last cloud caught the poor mishshappen thing. Took it out myself, because I wanted to make use of my training. I also got lucky and ran into a pair of goblins! One right near the mutant I'd just killed, and the other next to the new entrance I'd ordered dug out! At least now I feel like I slightly earned my title as Spearmaster.

"‘Splint’ Silverypeaces"
Militia Commander, ♂

Eat
Great Speardwarf

The Kills of ‘Splint’ Ralbisól

Two Notable Kills

ûsbu Uisetorments the goblin, d. 202
Olngö Wraithdawn the goblin, d. 202

One Other Kill

One cassowary (♀) in Clobbermountains

The militia commander stabs The Cassowary mutant in the head with his <-iron spear->, tearing the muscle, shattering the skull and tearing the brain!
An artery has been opened by the attack!
A tendon in the skull has been torn!
The Cassowary mutant has been knocked unconscious!
The <-iron spear-> has lodged firmly in the wound!

The militia commander kicks The Goblin Thief in the head with his left foot, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Goblin Thief has been knocked unconscious!

The militia commander stabs The Goblin Thief in the head with his <-iron spear->, tearing apart the muscle, shattering the skull and tearing the brain through the <<giant cave spider silk hood>>!
A tendon in the skull has been torn!

I felt a little bad for one of them. After I took the goblin's legs out I just kept stomping on its head until it had more in common with the hillside than a head.

Laid out the plans for the more easily accessed Depot. Floored over the dirt with lead and copper, and decided to use silver for the depot itself as a minor show of wealth. A gate to seal it when needed is going to be installed in the barracks. I've also decided to Activate the Glowing Roads and Rounded Papers at the end of next month.

Population: 53

This one's pretty short guys. Not much of note happened aside from some minor construction projects and confirmation the banshees and goblins know we're here now. Mikethete and Splint gained a few kills, and Splint has claimed the first title of weapon master in the fortress thanks to the second goblin that had the misfortune of sharing space with him. And hopefully we'll get attacked in earnest by one of the when the humans leave, because I was quite generous with the gold and aluminum goblets.

Yes, I made metal goblets our chief export for the humans.

We now have a hospital with a well, though we need supplies to fill it with, living space is coming together nicely, and all digging projects are mostly complete. Probably going to task the miners with ripping out as much gold and lead as they can find in the current mine shafts. I am also still working at the Jeff drawing. For some reason, I'm picturing him just staring at plump helmets. We also got a toad bone sceptre.

Would had this up sooner, but I fell asleep early, enjoy guys.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 23, 2015, 04:44:59 am**

[A good portion of this entry has been obscured by a dried ale stain]

... and I forgot to give my private thanks for Rakust's soul at last finding it's peace, and the subsequent ironing out of some old seated tensions that followed. It's been a busy few months, trying to keep the drink stores busy for the migrants that continue to be attracted by the news of our productivity! Splint has definitely optimized the function and industry of the fortress to degrees poor Frog struggled with, we've turned out metalworks the likes of which they possibly don't even have back in the Mountainhome! Okay, that's wishful thinking, but this fortress is increasingly feeling like a true home as opposed to our formally dug graves. We've even had children within the last season! Both Pisskop and Lizzie, and I'm ecstatic for both of them. I doubt I'll find the time or man to settle down with for a while myself, so it does my heart much good to see little ones of any sort wandering the halls of our suddenly not so little hole in the mountain.

When the human caravan arrived the military escorts we sent out stumbled onto isolated pockets of lurking nastiness, and dispatched them in short order! The mutants we so feared last year are suddenly no longer as terrifying, with the powerful arms and soldiers Splint has forged for us from with his crafty leadership. Rumor has it he crushed one goblin so thoroughly we could have used the bones in Jeff's farms as fertilizer. Morbid as the thought may be, but I suppose I am not the girl I was at even the turn of this year. I don't even blink when I raise the butcher's knife nowadays. I am still me however... I think. Nevertheless, it is as my father would tell me, there are some things that irrevocably change when you witness your first split drop of blood dashed across rock.

Perhaps we can now control the surface in earnest. With this option granted to us we can start preparing defenses for the true threat... *They* have yet to show their hideous maws, but should the day come... I pray we'll be a tougher nut to crack than so many fortresses before us have been. The mountain ranges of the south remain quiet, broken halls once roaring with the industry of our Dwarven progenitors still a warning for all who would grow complacent in our time. We must continue to grow, to become a hall worthy of being... whatever it was we were intended to be by His Gaudiness. We-

<div>Blast.</div> <div>That will teach me to write this journal while I'm drinking.</div> <div><i>Ribbon, 25th of Galena</i></div>
<div>Title: Re: (34.11 Succession) Clobbermountains -- Jungle Fever!</div> <div>Post by: TheBiggerFish on July 23, 2015, 10:12:50 am</div>
<div>((MUGS. ALL THE MUGS. :o))</div> <div>((So, I thought this WASN'T in Everoc/Spearbreakers, or are elves just naturally hopping through universes or something?))</div>
<div>Title: Re: (34.11 Succession) Clobbermountains -- Jungle Fever!</div> <div>Post by: ImagoDeo on July 23, 2015, 02:26:25 pm</div>
<div><i>Journal of ImagoDeo, Sergeant of The Cobalt Planks</i></div> <div>3rd Hematite, 202</div> <div>A lot has happened in the last few months. I've been quite busy putting spears through training dummies and haven't had much time to put pen and ink to paper.</div> <div>A few days ago one of the spinners went nuts and commandeered a workshop. Splint didn't seem inclined to stop him, but grumbled at the interruption nonetheless. A bunch of bones and other things piled up in short order and the dwarf set to work. I have no idea what's going on, really, but I suppose I will whenever it's finished.</div> <div>Being assigned as sergeant of a squad makes me think hard about leadership and responsibility. For the last three and a half years since the assault on The Earthen Swamps, I've been trying to come to terms with the deaths of the dwarves in my battalion. I never told Pisskop, but I was the only one who survived. Commander Shorast ordered us out of the forward trench to charge the goblin defenses. Their archers and crossbowlins shredded us. I took three bolts to the chest - thank Armok for solid steel! - and just barely made it to their forward defensive line. None of their melee soldiers could put up much of a fight; if not for Shorast's stupidity, a thousand whirlwinds of dwarven steel could have circled the cliff on the south side and dug through to the inside of the fort. Instead we charged into a hail of bolts and arrows <i>with no covering fire</i> from the battalion of crossbowdwarves we had brought.</div> <div>It was insane. Rumors went around after the disaster that Shorast had claustrophobia from a cave-in accident in his youth, and that's why he refused to tunnel through to the inner fort. It didn't matter to me. All I knew was that I wanted out of the army. I didn't speak more than ten words to Pisskop in the months after the battle. I'm sure she heard stories, but not even the crossbowdwarves wanted to say much. Shorast committed suicide a year later and after that no one wanted to remember it at all. It went down in the histories as a victory, since we did wind up conquering the fort. I came home a hero. The king issued me a medal of honor. I laid aside my spear and took up sewing.</div> <div>And then word comes down from on high that some fort in the middle of nowhere needs craftsddwarves to increase productivity. I'm beginning to think my military record had more to do with my assignment here. We packed up everything to come to this hole and now I find myself taking up the spear again at Splint's behest. Pisskop's pregnancy is probably the main reason I gave in to him. My firstborn will not die to some mutant or spawn - not if I have anything to say about it.</div> <div>I hope Splint is more levelheaded than Shorast. With my family at stake, not even Armok could save him from me if he ruins our chances of survival somehow.</div>
<div>18th Malachite, 202</div> <div>Today my firstborn son was born. Being a father feels strange, as though everything and nothing has changed all at once...</div>
<div>26th Galena, 202</div> <div>The last week or so has seen some more serious fighting. First a couple of banshees were taken out by one of our militia, Mikethete, and then Splint slew a mutant cassowary and several goblins that were lurking around the entrance to the fort. I don't believe much more time will pass before we see a major invasion of some sort. I hope I'm ready.</div>
<div>Title: Re: (34.11 Succession) Clobbermountains -- Jungle Fever!</div> <div>Post by: Mr Frog on July 23, 2015, 02:36:49 pm</div>
<div>Excellent work with the updates, Splint!</div> <div>Quote from: TheBiggerFish on July 23, 2015, 10:12:50 am</div> <div>((MUGS. ALL THE MUGS. :o))</div> <div>((So, I thought this WASN'T in Everoc/Spearbreakers, or are elves just naturally hopping through universes or something?))</div> <div>Meh. If Splint wants to throw in a reference or incorporate this into the series after the fact I don't really care. The insertion was a bit ham-fisted but I can roll with it. Although...</div> <div>Quote</div> <div>are elves just naturally hopping through universes</div> <div>I swear to Hades if even a lick of the whole dimension-hopping sci-fi fuckery gets in here I will shank a bitch. For Serious. Even if Splint wants to incorporate it to his canon, this fort is intended to be read as a stand-alone and should be written as such, with as few overt references to SB as possible. Anything that requires one to actually <i>read</i> that behemoth to understand is <i>right</i> out.</div> <div>E: Did the banshees get a chance to scream? They admittedly might not have been on the map long enough. To be honest, I've never tried doing anything like their scream interaction with a hostile race, so I'm a bit nervous that it might not work (although it works fine in arena mode).</div>
<div>Title: Re: (34.11 Succession) Clobbermountains -- Jungle Fever!</div> <div>Post by: Splint on July 23, 2015, 02:53:26 pm</div>
<div>I couldn't help myself on the reference, since all of what I had to trade with the elves at the time was just some mugs Mr Frog had made, not counting the kobolds' clothing.</div> <div>As to the Banshee scream, it was probably just blind luck. They most likely hadn't been on the map long enough to fire one off.</div>
<div>Title: Re: (34.11 Succession) Clobbermountains -- Jungle Fever!</div> <div>Post by: Monitor Lisard on July 23, 2015, 02:54:55 pm</div>

When I was about 10, my sis brought me to the main square, to see dragons captured by his Gaudiness' troops. So, it was a nice warm day, we were sitting on a stone bench, licking dwarven sirup lollypops... A company of armor-clad dwarves suddenly appeared in the street. They marshed past us, pikes on their shoulders, warbanner fluttering high above them. "Where are they going?" I asked Iton. "They are going to fight and die for our master."she responded depressedly. I wasn't really surprised by the answer, only the next day I learned that my older sister had joined the ranks. From that time, my future occupation was decided. I spent months stabbing hay sacks and goose stepping around the house. I dreamed of fighting alongside my sister, protecting her from evil with my shield... I sang "When Urist comes marching home" alongside her, as she gathered her modest belongings and went to war... I dreaded the thought I might never see her again.

I've seen her. And now, she's dead.

Wo- This man, he tried to comfort me. I- I think I need to forgive him. Heck, my childish injury... It's all in the past now. Wolf, I am sorry!

T-they come to us, they recruit our best, they make them fight unneeded wars, they waste them, leave them behind enemy lines- Oh, Armok help us. I'm such a dummy.

The next few pages are mostly covered with grotesque ink portraits of the Clobbermountain residents. The next entry is obviously written with a steadier hand.

Banshees again. Hoped I'd never hear their disgusting howls again. Bitch please, spoke too soon. At least, they managed to deal with them without my help. I swear, if any of those spooky ladies- Armok, they must have checked my file before sending me here!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 23, 2015, 03:13:33 pm**

Quote from: Splint on July 23, 2015, 02:53:26 pm

I couldn't help myself on the reference, since all of what I had to trade with the elves at the time was just some mugs Mr Frog had made, not counting the kobolds' clothing.

As to the Banshee scream, it was probably just blind luck. They most likely hadn't been on the map long enough to fire one off.

Yeah, they need at least 7 days to prepare (mostly so that you actually have time to get rid of them before they start putting down your workers). I am 99.95% sure that they'll do the interactions correctly, because they did them in literally every other context I could quickly test, but there's always a chance that there's some random quirk in the invader AI that'll fuck it up.

...I really should have done more testing for this, lol. Fortress Mode testing is sooooooooooooo teeeeeeeedious, though :V

Also, quick warning: I set the banshee's agility fairly-high (for some stupid reason, can't remember why) so any bow-wielders may be disproportionately-dangerous due to a higher rate of fire and their pitiful strength not really mattering.

@Lisard:

...Wow. My feels.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 23, 2015, 03:27:15 pm**

It really is painfully tedious, Fort testing. I've learned this with my mod.

Speaking of which, not to commandeer things, but I'm considering doing a backwards patch for 34.11 of it. Would any here have interest in that?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 23, 2015, 03:30:24 pm**

Quote from: Splint on July 23, 2015, 03:27:15 pm

It really is painfully tedious, Fort testing. I've learned this with my mod.

Speaking of which, not to commandeer things, but I'm considering doing a backwards patch for 34.11 of it. Would any here have interest in that?

I honestly have little interest in DF *beyond* 34.11 (even without sieges being broken, the damn trees and other shit eating up FPS in 40.24 is just too annoying for me to deal with) so I think this might be an okay...ish idea. There's probably at least a few people like me. Perhaps not enough to justify converting an entire mod.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 23, 2015, 03:33:57 pm**

Quote from: Mr Frog on July 23, 2015, 03:13:33 pm

@Lisard:

...Wow. My feels.

I'm notoriously bad at first-person/any writing. My fiction really lacks organisation, style and such, not to mention all those potential grammar/spelling mistakes. Should I rather stick to the Phalangist's notes? They seem to look slightly better than Lizzie's writeup (because of their pompous lingo, I guess). I kinda like both storylines, though.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 23, 2015, 03:38:13 pm**

Quote from: Monitor Lisard on July 23, 2015, 03:33:57 pm

Quote from: Mr Frog on July 23, 2015, 03:13:33 pm

@Lisard:

...Wow. My feels.

I'm notoriously bad at first-person/any writing. My fiction really lacks organisation, style and such, not to mention all those potential grammar/spelling mistakes. Should I rather stick to the Phalangist's notes? They seem to look slightly better than Lizzie's writeup (because of their pompous lingo, I guess).

I never really noticed any of those flaws you're pointing out, although I admittedly have the reading comprehension of a puppy and the discerning taste of a hagfish.

Do whatcha want, lol. Your writing's pretty okay.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 23, 2015, 05:52:56 pm**

9 ♥HEMATITE♥ 202

Rakust's gone... She said something about how she'd gotten what she wanted and left. I'm sad she had to leave so soon, but I can't really force her to stay -- this place is a living hell, even after all the cool improvements Splint made! So now she's gone. We'll probably see each other again someday, though! Besides, seeing her always made me feel super-guilty for some reason! It's probably nothing, though, right?

6 Galena 202

Oh! Oh, diary! A couple of the witch-women's showed up today!! The military got rid of them super-quickly, but what if they put a curse on something!? Ohhh, I wish I could help keep them away! But I'm too weak to take up an axe... even this pick is a bit too much for me sometimes...
Still, I'm doing my part! I scribbled hex circles on a bunch of sticky-notes and put them alllllll over the place! That'll keep away any nasty banshee juju, probably!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 23, 2015, 07:15:39 pm**

Nothing of note happened int he brief time I played today. Into fall now. Hopefully h humans will bugger off so we can get a siege.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 23, 2015, 10:59:45 pm**

Spoiler: Urist's Field Guide for the Wary Wanderer, Vol.2 (click to show/hide)
(All information in this article has been reviewed and verified as absolute truth on behalf of His Gaudiness by the Royal Archivist.)

Elves
Scrawny and uncivilised, eschewing modern industry and conveniences, elves make their lairs deep within the darkest recesses of the world's forests, where they live in a state of squalor and poverty more befitting a lowly beast than a (ostensible) thinking being. Despite this, their arrogance knows no bounds, and they naively profess that their primitive way of life is more-advanced to ours and make it a habit of openly insulting us to our faces. Elves, through some primal essence still dwelling in their being from the fires of Armok's furnace in the Forging Times, are possessed of unnaturally-long lifespans, and are resistant to disease and malaise; the only elven deaths known to the Royal Archivist and her scribes are due to some combination of violence and famine, with none that we know of ever succumbing to disease or the ravages of time. They are known to possess heathen magic which they use to pervert plant life, stunting their natural growth and twisting them into weapons and armor. Fortunately, despite their many unnatural abilities, they are extremely-frail physically, and their flimsy wooden weaponry is of no match whatsoever to our finely-crafted dwarven steel.
Elves are a highly-furtive race, and as such the Royal Archivist sadly lacks detailed information regarding their heathen ways. What is known is that they have a tremendous, obsessive infatuation with the natural world and seek to imitate the lifestyle of beasts, rejecting Armok's holy path in favour of filth and squalor. So complete is their indoctrination into their warped view of nature that they will, in fact, *feast upon their own dead* in a horrific parody of what they perceive to be the natural food chain. They live in a state of perverted intimacy with the local wildlife, which they can render docile through some unknown witchery. Tales of elves lying with fauna as they would with another elf are inconclusive, but deemed "likely true" by the Royal Archivist. Unlike us, who have embraced the path of law and order, they live in a state of total anarchy, with the only semblance of direction being given by a local sage witch doctor in each village whom they delusionally believe is capable of communing with a fictional "Great Spirit" that inhabits the forest, which they misguidedly worship in place of the true gods of Dwarfhalla. They will often attempt to indoctrinate our dwarven brothers and sisters into their cult; it should be noted that any of our kind who are caught advocating for or otherwise spreading knowledge of their unholy traditions without approval and review by the Royal Archivist or one of her retinue will be summarily executed by public stoning.
Despite their twisted ways, elves are not particularly aggressive, and indeed are fascinated by our beautiful stone crafts which are quite beyond their primitive technology; further, His Gaudiness deems that they do not pose any particular threat due to their inability to organise and equip a competent military force. As such, there is no particular reason to open hostilities with the heathens, although they are of course not to be allowed within city limits without an escort; any elves seen loitering about by themselves are to be reported to the nearest lawmaker *immediately*, as they are likely spies. Despite our lack of open conflict, any demands by elven emissaries to restrict our consumption of lumber or other products of the earth are to be firmly denied, and any hostilities that may result from having their backwards ideology spurned are to be treated as an act of war -- war that these beast-people will certainly lose.

I basically write these off the top of my head, so they're pretty disorganised. lol

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 24, 2015, 12:11:58 am**

@Mr Frog: Your Field Guide is pretty accurate, except for this one part:
Quote from: Mr Frog on July 23, 2015, 10:59:45 pm
They will often attempt to indoctrinate our dwarven brothers and sisters into their cult; it should be noted that any of our kind who are caught advocating for or otherwise spreading knowledge of their unholy traditions without approval and review by the Royal Archivist or one of her retinue will be summarily executed by public stoning.
Dwarves execute with hammerings, not stonings.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 24, 2015, 12:33:13 am**

Quote from: cherry-hearts on July 24, 2015, 12:11:58 am

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Dwarves execute with hammerings, not stonings.

Well, unimaginative dwarves use hammerings. I personally mode them to use axes (ensuring the execution is fatal,) but creative executioners use catapults.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 24, 2015, 02:11:29 am**

7-2-202

Whatshisname narrowly avoided ending up a corpse today. He was felling trees when a cloud blew in. Him wanting to get a drink is the only thing that saved him.



7-3-202

The Goblin Thief slashes The bookkeeper in the upper body with her <large copper dagger>, tearing the muscle and shattering the right false ribs through the <giant cave spider silk coat>!

Noel got shived by a goblin today. Sergeant Mistem also put that bronze morningstar we bought from the humans to use and killed the same goblin, though the good Sergeant suffered a hand injury in the process (thankfully nothing permanent,) and Mikethete managed to run down the other, as well as kill a third intruder on the way back in!

7-7-202

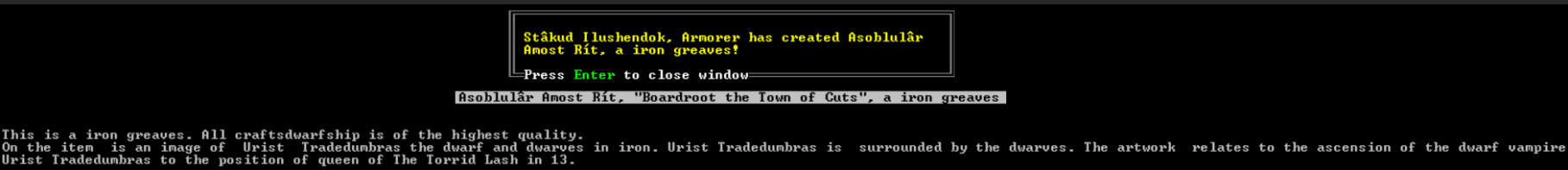
'Mikethete' Atheldallith Emalnidòst Thir has become a Spearmaster.

Mikethete has become a spearmaster, and earned herself the title of The Sensitive Ferocity of Harmonizing. Kind of a strange title, but I won't judge. She's also got yet another goblin under her belt. I'm also going to put in an order for some copper chains and nest boxes to install a FROG system over both entries.

7-16-202

Humans are going to leave soon. Good riddance.

8-12-202



Seems a possession yielded something useful! Dibs.

8-23-202

Migrants. Population is now 65. I've also made it known I'm going to honor tradition and pass the Overseer's Log on to a suitable successor come Granite.

Activated the Glowing Roads as well, so we'll have some needed chopping ability ready to fight.

9-11-202

Caravan's arrived. Told Mr Frog (since he's technically still acting site leader,) to expect company and to do it in a timely manner this time. Population is also mostly housed, and everyone at least seems to like the shared space system since they have people to talk to in thier off time without being forced to go to a crowded dining hall.

9-13-202



With a cat's death, the Great Enemy makes its presence known. It begins. (<https://youtu.be/UAdvK5CIK2U?t=38s>)
[From 38 seconds to 52 seconds. That ran through my head when I saw it.]

Alright guys, so another very brief one due to shortage of relevant events, this one pretty much covering all of fall.

We have plenty of armor stocked up, got some artefact greaves from a possessed armorer, which I promptly nabbed for myself (hey, I'm CO of the militia, I deserve a little bling of war, even if it's basic,) killed more goblins that tried to nab the kiddies, Mikethete is now a weapon master and first to get a full title for killing a bunch of snatchers, and we have conducted trade.

Also, on the note about armor, all following overseers should note, the uniforms do not include weapons. You need to assign them manually. This is to ensure everyone gets a weapon, and hangs onto the damned thing instead of constantly trying to cycle out what they have for weapons that are "better" (in value only,) or they have no training with.

Also, we seem to have surprisingly good medical staff! Noel was up and about in no time after that injury. Guess a dude who's previous occupation involved carving baddies up with an axe got a good understanding of humanoid anatomy.

I've also begun installing the FROG (Fowl Restrained Over Gate,) system to detect sneaky shitheads over both entries, and some small traps right outside the new main entry. No sign of the kobolds or large goblin/banshee raid parties, but as the above link will say...

"Prepare Defences, and pray for deliverance. [...] **They. Are. Here.**"

EDIT: Random thought, yeti civ to attack you in glaciers/tundras. Thoughts?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 24, 2015, 02:43:52 am**

Quote from: cherry-hearts on July 24, 2015, 12:11:58 am
@Mr Frog: Your Field Guide is pretty accurate, except for this one part:
Quote from: Mr Frog on July 23, 2015, 10:59:45 pm
They will often attempt to indoctrinate our dwarven brothers and sisters into their cult; it should be noted that any of our kind who are caught advocating for or otherwise spreading knowledge of their unholy traditions without approval and review by the Royal Archivist or one of her retinue will be summarily executed by public stoning.
Dwarves execute with hammerings, not stonings.

Hammerings aren't enough of a crowd-pleaser for His Gaudiness. There's just something so *festive* about a good public stoning. Plus, everyone gets to participate!

@Splint:

You're putting me to shame with the update speed, dawg. *claps*

I am actually shocked you remembered the FROG -- in case anyone's wondering what the hell this mysterious, magical device is: it is literally a turkey on a rope tied over the entrance, protected by floor grates.

Also:
Quote



IT BEGINS
MUHAHAHAHA

I am absurdly-happy about the fact they basically announced their presence by shredding a cat. Today felines, tomorrow your children

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 24, 2015, 02:50:44 am**

Yes yes, but what about the yeti idea?

EDIT: In all seriousness, I may be able to belch out updates, but they tend to not be very interesting by and large.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 24, 2015, 02:55:54 am**

...And so, rationing our alcohol supplies and limiting access to the said stockpiles will not only prevent shortages, but bolster the production as well. As His Gaudiness always says, "One who does not work - does not drink!" No more will the useless sculkers or random loafers waste our precious reserves, letting honest workers suffer of thirst. Make those bums drink water!... Sounds like a good slogan. Anyway, what were we talking about?... About booze, yeah. Elves don't drink much booze. Those filthy animals see it as a leisure activity and spoil sunshine with water. Instead, they find strength in some kind of unholy weed, they smoke it and it turns them into complete beasts... At least, that's what the Archivarius said, right? So, this primitive yet terrifying tradition must have been brought to our society by elven refugees (it was a mistake to let them stay... alive). There are dwarves who take off elves! Do you hear this horrible truth, nation? DWARVES WHO RETAIN ELVEN HABITS! Unbelievable, yet true. They MUST BE exiled immedeately. This is the only way to save our nation... Our glorious past, our state, our leader. The people... The people call for justice.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 24, 2015, 03:33:15 am**

Only if the Yetis can be modded to breath cold fire or something.

[A fairly mundane entry precedes this paragraph.]

... And as an aside, we're going to continue to require imported paper, as Frog goes through our supplies at quite the clip. Everywhere I walk he's left a flood of barely comprehensible messages and hieroglyphics scattered through all wings of the fortress. Doubtless we'll find out in several years when we're disparately fleeing the smouldering shambles of our home we'll learn that his eccentricities have actually been the longstanding efforts to summon all of hell upon us and civilization. That was a joke. Morbid humor, but I'm becoming rather full of it lately.

Ribbon, 3rd of Limestone

[Several more entries pass without incident, save for the neat graphite curiously being replaced by far more crude handwriting in blue ink.]

The caravan pulled in two days ago, bringing among other things much needed supplies of pencils, sticky notes, and propaganda courtesy of His Gaudiness. At least we don't have to pay for the last one. Hopefully this restocking of pencils will allow me to stop having to painstakingly re-purposing dimple cup dye from my spare scarf. It was my fathers before his death, given to him by me on his one-hundred and thirtieth-

[The entry abruptly stops here.]

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Noel.se** on **July 24, 2015, 04:28:44 am**

Diary of Noel Logemsedur, bookkeeper of Clobbermountain

8h of Limestone, year 202
I am now lying in bed, recovering from a wound inflicted upon by one one of those vile goblins. We don't really have a proper hospital, or a well, although admittedly this is still a young fortress. The current overseer focuses on the military, a wise idea. I have to rest now, my ribs hurt like hell at every movement.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 24, 2015, 02:59:19 pm**

We actually *do* have a hospital and well, it's just not the best stocked. Just as a heads up.

Workers are just as likely to be injured as soldiers after all, so they can't be neglected!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 24, 2015, 03:36:49 pm**

@Ribbon, Lisard, everyone:

Totally loving the journals! Keep it up! Although, I'm getting a bit worried about Ribbon.

@Splint:

May I submit that we set up some cage traps? I'm not sure exactly what Ribbonfree's planning to do with her turn, but I'd imagine she'd appreciate having some live subjects to work with.

Also I *should* probably point out for the sake of avoiding nasty surprises that Spawn have TRAPAVOID, but I won't because I want to see the look on y'all's faces.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **ImagoDeo** on **July 24, 2015, 04:20:49 pm**

Quote from: Mr Frog on July 24, 2015, 03:36:49 pm
Also I *should* probably point out for the sake of avoiding nasty surprises that Spawn have TRAPAVOID, but I won't because I want to see the look on y'all's faces.

You ~~bloody~~-elf dirty bastard.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **4maskwolf** on **July 24, 2015, 04:45:08 pm**

Quote from: Mr Frog on July 24, 2015, 03:36:49 pm
Also I *should* probably point out for the sake of avoiding nasty surprises that Spawn have TRAPAVOID, but I won't because I want to see the look on y'all's faces.

Did... you expect us not to know this? Because anyone who has read Syrupleaf knows this.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 24, 2015, 04:59:41 pm**

Quote from: 4maskwolf on July 24, 2015, 04:45:08 pm
Quote from: Mr Frog on July 24, 2015, 03:36:49 pm
Also I *should* probably point out for the sake of avoiding nasty surprises that Spawn have TRAPAVOID, but I won't because I want to see the look on y'all's faces.
Did... you expect us not to know this? Because anyone who has read Syrupleaf knows this.

Oh no! I didn't know that there was preliminary reading I had to do! I'm sooooo behind! D:

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 24, 2015, 05:04:46 pm**

Quote from: cherry-hearts on July 24, 2015, 04:59:41 pm
Quote from: 4maskwolf on July 24, 2015, 04:45:08 pm
Quote from: Mr Frog on July 24, 2015, 03:36:49 pm
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Did... you expect us not to know this? Because anyone who has read Syrupleaf knows this.
Oh no! I didn't know that there was preliminary reading I had to do! I'm sooooo behind! D:

I dunno really what was the starting point of all that. Headshoots, maybe? It feels like the term "Overseer" came to use back then, although I'm not really sure.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 24, 2015, 05:59:14 pm**

Quote from: Mr Frog on July 24, 2015, 03:36:49 pm

@Ribbon, Lisard, everyone:

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@Splint:

May I submit that we set up some cage traps? I'm not sure exactly what Ribbonfree's planning to do with her turn, but I'd imagine she'd appreciate having some live subjects to work with.

Also I *should* probably point out for the sake of avoiding nasty surprises that Spawn have TRAPAVOID, but I won't because I want to see the look on y'all's faces.

Eh? What's wrong with Ribbon?

I plan to ~~DESTROY ALL WORLDS~~ Don't feel the need to cage stuff, I have bigger and more likely to fail plans in mind.

Also damn ok, I only know the Spawn through Headshoots, never actually read what they did when modded in.

Title: Re: (34.11 Succession) Clobbermountains -- Jungle Fever!
Post by: Mr Frog on July 24, 2015, 07:13:07 pm

Quote from: cherry-hearts on July 24, 2015, 04:59:41 pm

Quote from: 4maskwolf on July 24, 2015, 04:45:08 pm

Quote from: Mr Frog on July 24, 2015, 03:36:49 pm

Also I *should* probably point out for the sake of avoiding nasty surprises that Spawn have TRAPAVOID, but I won't because I want to see the look on y'all's faces.

Did... you expect us not to know this? Because anyone who has read Syrupleaf knows this.

Oh no! I didn't know that there was preliminary reading I had to do! I'm sooooo behind! D:

TBH I already put everything y'all should need to know in the OP (assuming you actually are worried and aren't just taking the piss, which... I don't feel like puzzling out right now). There was a fortress called Headshoots where a dwarven heroine named Holistic_Detective was corrupted into a monster and cast into Hell, sometime after which her mutated quasi-dwarven Spawn overran the world. That is pretty much the tall and short of it, or at least what's remotely-relevant to the fort (I don't expect the Spawn's origins to actually come up). I really don't want this to become a continuity nightmare where you need to read like 3-4 different forts just to understand what's going on, lol

Also **@4maskwolf** I decided it was best not to assume that everyone who signed up for this has read (or fully-remembers) Syrupleaf just because we happen to have the Spawn (which are really just here because a] I already had them lying around fully-functioning in my modding folder and b] I think they're cool, lol). Hell, I don't even think it's a good idea to assume that everyone that's signed up for a fort has even read the OP :V

Quote from: Ribbonfree on July 24, 2015, 05:59:14 pm

Eh? What's wrong with Ribbon?

I dunno lol, you tell me:

Quote from: Ribbonfree on July 24, 2015, 03:33:15 am

[The entry abruptly stops here.]

Title: Re: (34.11 Succession) Clobbermountains -- Jungle Fever!
Post by: Ribbonfree on July 24, 2015, 07:19:53 pm

Oh lol. Probably not clear due to my narrative choice, mb. That's her getting interrupted in her writing the day the Spawn first show.

Title: Re: (34.11 Succession) Clobbermountains -- Jungle Fever!
Post by: Taupe on July 24, 2015, 07:45:19 pm

I choose to believe in the alternate reality where Hollistic_detective died to a drowning wrestling adventurer.

Title: Re: (34.11 Succession) Clobbermountains -- Jungle Fever!
Post by: Splint on July 24, 2015, 07:48:07 pm

I believe Overseer extends back to fabled Boatmurdered. I'd have to check.

As to the spawn, I don't believe they were ever [TRAPAVOID] creatures, it's just that Syrupleaf didn't have the sheer materials needed to make grinder halls (nor did they really need such a thing for mundane threats like goblins, who routinely got punted 2+screens away to explode into giblets by champions like Tehsid and Sirocco.)

I'll have to check the old story to see, and I might be right since I was right about them having most normal vulnerabilities (stunning, nausea, brain damage,) sans blood loss, possibly needing air, and pain.

Title: Re: (34.11 Succession) Clobbermountains -- Jungle Fever!
Post by: Mr Frog on July 24, 2015, 07:58:06 pm

Quote from: Splint on July 24, 2015, 07:48:07 pm

I believe Overseer extends back to fabled Boatmurdered. I'd have to check.

As to the spawn, I don't believe they were ever [TRAPAVOID] creatures, it's just that Syrupleaf didn't have the sheer materials needed to make grinder halls (nor did they really need such a thing for mundane threats like goblins, who routinely got punted 2+screens away to explode into giblets by champions like Tehsid and Sirocco.)

I'll have to check the old story to see, and I might be right since I was right about them having most normal vulnerabilities (stunning, nausea, brain damage,) sans blood loss, possibly needing air, and pain.

I believe you already checked and confirmed that they were in fact vulnerable to stunning, nausea and brain damage/decapitation, none of which affect them in my version. Can't remember about pain, although I am quite confident that they never required air due to the fact that they attempted to enter Syrupleaf through one of their magma moats (which caused them to burn to death, but that's another story). I think I took quite a few liberties with them in order to make them scarier for Spearbreakers, as DF2010's armor rewrite was not kind to creatures that rely on biting and claws to attack. (The nausea/stunning bit was a legit reading comprehension fail on my part, though.)

Spoiler: A Secret Note (click to show/hide)
(This is a top-secret document intended only for the educated eyes of His Gaudiness and his expressly-authorised aides and retainers. Any uncomprehending persons who view this document are urgently-advised to turn themselves in willingly to the nearest lawmaker for immediate and merciful suppression therapy. Any persons found to be disseminating any information contained in this document without written and stamped authorisation shall be executed on charges of treason against His Gaudiness.)

In light of the recent wave of attacks on our outposts by the Spawn of Holistic, I must remind Your Gaudiness that maintaining control of the populace is essential to our society's continued functioning. To this purpose, *any information which may be too frightful for the*

general public is to be kept out of common circulation. In particular, I must emphasise that any tales of us suddenly losing all contact with most of our southern outposts last season are to be treated as the destructive falsehoods that they are and that those spreading such salacities are to be punished accordingly. The truth as recorded by the Archives shall be that the outposts in question died gloriously in a protracted conflict, the Spawn only barely managing to break them before their own numbers were completely depleted. As Royal Archivist, I will do my part to ensure that the correct course of events becomes accepted as common fact, but I will require your cooperation to ensure that any complicating factors are dealt with efficiently and legally.

In particular, Clobbermountains concerns me, as my informants have relayed to me that they have recently been stumbled upon by one of the Spawn's drones; they will likely shortly face large-scale attack from the nearest hive. Though I can understand why Your Gaudiness is reluctant to order them to evacuate in light of the murmurings regarding your... *surprising* choice of location, I should not have to remind you of the damage risked to your leadership should well over 40 of our number and who knows how much resources be squandered due to your subordinates' incompetence (which I am as yet in the process of investigating). In the event that the fortress falls, any knowledge of such is to be completely-suppressed; again, as Royal Archivist, I shall do my part in ensuring that the truth is recorded and the public is correctly-informed, but I will require your stamp of approval as King to fully sign the truth into official recognition.

Regards,
Urist Ashoklam, Royal Archivist of the Torrid Lash

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **4maskwolf** on **July 24, 2015, 08:22:26 pm**

Quote from: Splint on July 24, 2015, 07:48:07 pm

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Nah they were trapavoid. It wasn't mentioned until like right at the end, though, when they set up a pressure-plate triggered trap and the spawn ran right over it without triggering it. Also, goblins never invaded them as far as I can recall: just the spawn and, much later, frost giants.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 24, 2015, 08:36:46 pm**

Quote from: 4maskwolf on July 24, 2015, 08:22:26 pm

Quote from: Splint on July 24, 2015, 07:48:07 pm

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I'm fairly certain goblins and sand raiders attacked them. But see, this is why I intend to reread it, so I can take notes. :v

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **mikethete** on **July 24, 2015, 11:43:07 pm**

Quote from: Splint on July 24, 2015, 08:36:46 pm

I'm fairly certain goblins and sand raiders attacked them. But see, this is why I intend to reread it, so I can take notes. :v

Still have yet to finish syrupleaf, almost done though.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 24, 2015, 11:55:14 pm**

Devoted the rest of today to brainstorming mod ideas for the Elf Invasion mod. A sort of Yeti race is going to guard the tundras, taigas, and glaciers of the world with steelgrade gear.

Also fiddling with some New Vegas mod stuff; me and a buddy are late as fuck to the party, but since 4 is using an updated version of the Creation engine (Skyrim's engine,) which was just an updated Gamebryo engine (Oblivion, 3 and NV,) most of what we've learned will carry over pretty well. Biggest issue for anything we wanna do is getting Voice Actors.

Will likely polish off my turn tomorrow/late today.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 24, 2015, 11:59:45 pm**

Jeff's Journal, Entry 5:
Dude! There's one of those freaky monster things outside. Man, this is not good! I've heard legends of those things, and how they can, like, tear a dwarf apart. I sure hope that he hasn't brought any of his bros along; that'd be real bad. If that happens, I sure hope that I don't get hurt.

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That's neat, but does that have anything whatsoever to do with this thread?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 25, 2015, 12:31:38 am**

Quote from: cherry-hearts on July 24, 2015, 11:59:45 pm

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That's neat, but does that have anything whatsoever to do with this thread?

It explains why I didn't have anything of note to report in any way shape or form today, Mr. Snippy.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 25, 2015, 12:51:48 am**

Quote from: Splint on July 25, 2015, 12:31:38 am

Quote from: cherry-hearts on July 24, 2015, 11:59:45 pm

Quote from: Splint on July 24, 2015, 11:55:14 pm

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That's neat, but does that have anything whatsoever to do with this thread?

It explains why I didn't have anything of note to report in any way shape or form today, Mr. Snippy.

I agree, that was uncalled-for even if he could have been a bit more succinct. Let's all be polite to each other.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Ribbonfree** on **July 25, 2015, 11:02:17 am**

Just a quick heads up. Some major stuff just hit me IRL and I think I'll have to pull out my involvement for now for the sake of the fortress. Sorry.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 25, 2015, 12:17:17 pm**

Quote from: Ribbonfree on July 25, 2015, 11:02:17 am

Just a quick heads up. Some major stuff just hit me IRL and I think I'll have to pull out my involvement for now for the sake of the fortress. Sorry.

Okiedokie. Feel free to re-sign for a turn if you ever come out of it.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 25, 2015, 04:06:08 pm**

I'm going to sign on for another go, if that's alright. Just finished my turn and it'll be up shortly. I feel I'm going to have to repair any architectural damage and military mismanagement if my dwarf survives that long...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 25, 2015, 04:41:19 pm**

9-15-202

Mr Frog put in an order for a bunch of metal, ores, and booze other than 'shroom wine. Guess he's sick of it like everyone else.

9-27-202



The whole population now has a bed and chest to call their own! Still need doors for the rooms, and a few more cabinets, but I think we'll get a solid sense of community from this.

10-3-202



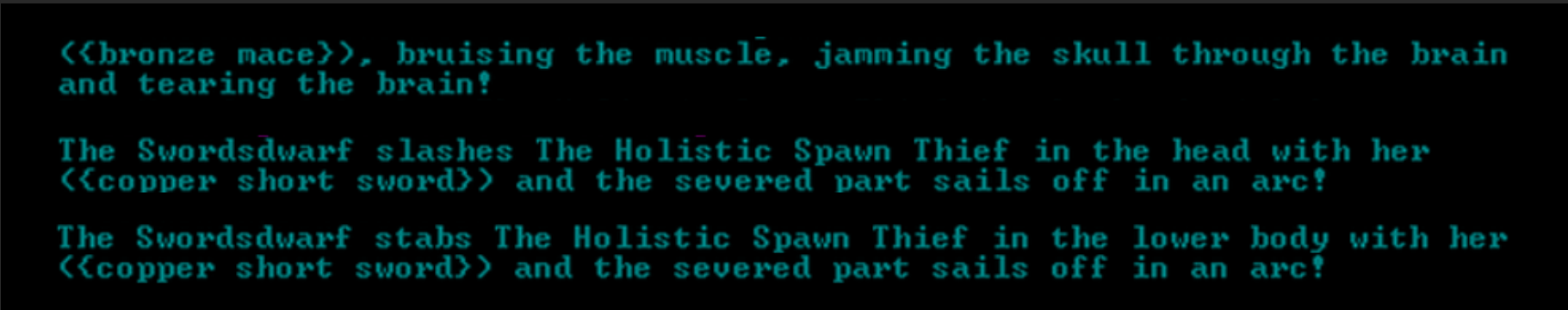
Momuz and his fucking cat. There's piles of vermin in the barracks. Oh, and the liasion had the nerve to put an order for military gear. I kicked him in the balls for it during the meeting. He said he'd "see me hang" for that between the vomit and crying. I'd like to see his bureaucratic mates beat the spawn to it. Food, axes, spears, and shields. Fuck that.

[Screwed the pooch on the screengrab of the export agreement. Giving consideration to upgrading my computer again and I forgot to past the screenie before I copied my computer specs for someone to help me out picking parts.]

10-7-202



Another one. Thankfully the merchant only got bruised up, and the guards dispatched it handily! But this is concerning...



It not only survived having its head bashed in with a mace, but having the head (along with both legs and an arm,)*removed*, getting disembowelled, and only died after a swordsdwarf sliced it in half. I've ordered the civvies to dispose of that *thing* with all due haste.

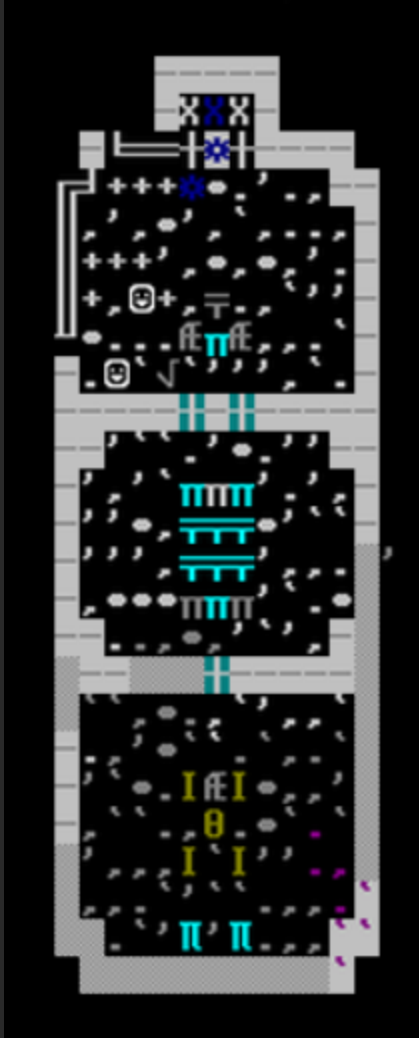
Out of sight, out of mind.

-Added later, written with uncharacteristic care on the part of this Overseer.-

Gods of storm, and stone, stars and wealth, fortresses and justice,
Grant us the courage to face the beasts,
To press on in the face of horrors beyond imagining,
To slay the anathema to the all-maker's designs,
And peace in your halls should we fall in battle.

10-10-202

Caravan's departed, and I've nosed around to find suitable candidates to lead us with more permanence as Baron in the future. I've marked them on the census as "Baron Prospect."



We also have prepared mayoral lodgings, more or less anyway.

10-15-202



The FROG is already working out quite nicely! Two goblins spotted already, though one made the mistake of running in to try and nab someone only to get stabbed in the head BY MEEEEEE!

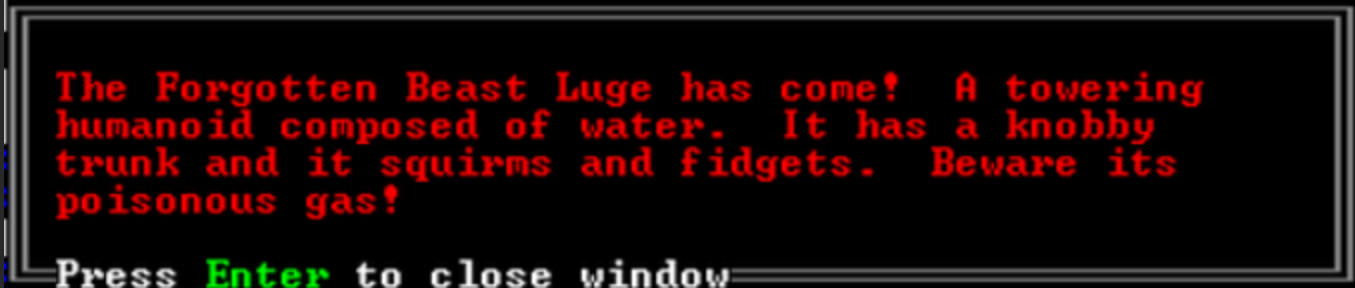
The Colonel stabs The Goblin Master Thief in the head with his <-iron spear->, tearing apart the muscle, shattering the skull and tearing the brain through the <<cave spider silk hood>>!
A tendon in the skull has been torn!
The Goblin Master Thief has been knocked unconscious!

11-3-202

Great Horned Owl mutant Opposed to life
Great Horned Owl mutant Opposed to life

A cloud blew in and caught two birds. The turkey gobbler in the FROG is fine though. I decided to handle one of the bloated screeching things myself. Pisskop killed the other with a well-placed bolt to the head.

11-5-202



We have a visitor. Looks like Pisskop's squad is going to see some action in the near future. Hopfully I'll get them in position before the year is out.

12-5-202

Area prepared. Now we wait, I suppose. It likely won't blunder past again until sometime next year (it's in the parts of the caverns we can't see through the holes the miners whacked in the walls,) so I'm bricking up the kill zone.

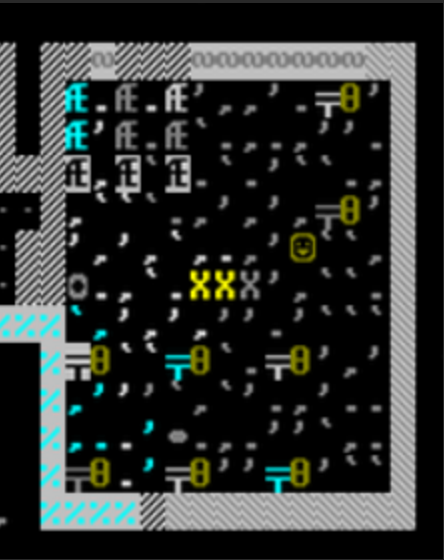
12-23-202

A couple banshees were spotted today. One slipped in through the old entrance (we haven't gotten the FROG installed yet,) the other got spotted and ran off, but not before pointing and screaming at someone. They said they felt strange, and then... Well, they just dropped and started screaming about their arms not cooperating and... Good gods, all the twitching...

The Banshee Thief screams!
→The Spinner feels a strange thrumming in their ears!

12-28-202

I've set up a "burrow" in the hospital to act as a panic room. With that, my time as Overseer ends.



It still needs traction benches and soap, but it's otherwise mostly stocked. Also, the leader of The Glowing Roads told me I'd been calling him the wrong thing. Apparently his name is actually "Taupe."

‘Taupe’ Zasoth, “‘Taupe’ Crystalknots”, Sergeant
‘Taupe’ Zasoth has been happy lately. He slept in a very good bedroom recently. He had a wonderful drink lately. He ate a pretty decent meal lately. He was grumbling about long patrol duty lately. He made a friend recently. He had a truly decadent drink lately. He is married to Zaneg Gearanguished. He is the son of Rintar Archgem and Dodók Wheelrinsed. He is a worshipper of Tunam and an ardent worshipper of ók Cradledsave. He is a citizen of the Torrid Lash. He is a member of The Everlasting Bodices. He is a former member of The Excavated Spear. He is a former member of The Sienna Fellowship. He is the militia captain of The Everlasting Bodices. He arrived at Avédonol on the 14th of Slate in the year 202. He is eighty-five years old, born on the 9th of Opal in the year 117. He is very skinny. His nose bridge is concave. His short sideburns are neatly combed. His very long moustache is neatly combed. His long beard is neatly combed. His hair is clean-shaven. His skin is sepia. His eyes are heliotrope. He is quite quick to heal and strong, but he is flimsy. ‘Taupe’ Zasoth likes kaolinite, fine pewter, lace agate, manta ray tooth, coral, rope reed fiber fabric, gems, picks, gauntlets, quivers, figurines and plump helmets for their rounded tops. When possible, he prefers to consume maggpie, sea nettle jellyfish and dwarven rum. He absolutely detests leeches. He has a great deal of patience, the ability to focus and a good kinesthetic sense, but he has poor creativity. He has a calm demeanor. He has a fertile imagination. He is guarded in relationships with others. He finds helping others rewarding. He strives for excellence. He scratches his head when he’s bored. He needs alcohol to get through the working day.

1-1-203

Spring has arrived on the calendar.

I've left this Logbook in the dining hall for whomever is stupid enough to take charge. Should you require my assistance, you need only ask.
~Col. Splint Silverypeaces,
2nd Overseer of Clobbermountains.

Completioooooooooooooooooon!

Alright guys, my turn's up.

We have a hospital/panic room, the current population is housed sans the most recent babies (we have six spare beds, not counting that shitty dormitory,) the entrances are watched, dogs are all waiting to be trained for battle, a decent stock of iron armor, a varied militia with blunt, bladed, ranged, and pokey things the popultion is close to 70 if not past that due to several births in late fall and throughout winter.

We had our first conflicts and injuries as a result of combat, killed some bird mutants and many thieves, got some watch animals in place, foundry ready for whatever, and a steady stream of cabinets and craft goods from the stoneworks, as well as roughly 20 mechanisms stocked up. Military is also set up for the most part. Just point the Golden Men and Glowing Roads at what you want dead and they'll take care of it.

- NOTE 1: Gate control is in the barracks next to the doors. Can't miss it.
- NOTE 2: Uniforms again, DO NOT INCLUDE WEAPONS. It is on the overseer to assign them as needed to ensure they retain their weaponry.
- NOTE 3: Hospital requires soap, additional supplies, and traction benches.
- NOTE 4: I have two decent candidates for Noble marked clearly as "Baron Prospect." Those are my recommendations based on their preferences, but do what you will.
- NOTE 5: There's a suite of rooms below the graveyard. Those are for MAYORAL USE ONLY. We're overdue for an election and I wanted to simplify the matter of their accommodations for future overseers. Still needs smoothing and an armor stand. They *should* be sufficient as they are, but if not just yank up some more gold (there's several exposed veins near the hospital) and make a few chairs for the entitled shit.
- NOTE 6: Luge is made of water. Eliminate him with The Tan Caves at range. Also, start mass producing ammo for them to train with. Preferably from wood or bone.
- NOTE 7: THE CLOUD BUILD-UP APPEARS TO BE A MONTHLY TO BI-WEEKLY OCCURANCE. BEWARE THE CLOUD.

Here's the save guys. Next to die-lead, you're up! (<http://dff.d.bay12games.com/file.php?id=11005>)

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 25, 2015, 05:01:31 pm**

C.H. reporting in to confirm turn.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 25, 2015, 05:23:10 pm**

@Splint, cherry-hearts:

Eeyup-a-doodly. Turn list is updated (gonna update the dwarfing list in a bit). Also:

Quote from: Splint

Here's my turn, have a ball. When bad guys show up, just wait a bit for the cloud. (<http://dff.d.bay12games.com/file.php?id=11005>)

NO. Nononono. If anything with proper weapons and armor gets turned we will spend the next year in a mountain of liquid shit. This is

not a groovy idea *at all*.

I personally think the next turn should be spent building up some kind of mechanism to soften up the Spawn for combat. Engaging them head-on seems like a bad idea.

E: Wait, am I correct in inferring that we now have our first Banshee casualty? Oh boy!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 25, 2015, 05:33:36 pm**

@ Mr Frog: Aww, you foiled my plot to make someone screw up royally! :P

And quite possibly, on the scream casualty. I didn't care enough to pay attention.

EDIT: I can see it now. First term I say "BEWARE THE CLOUD!" Second turn, if I'm alive, I may well be saying "LOVE THE CLOUD!"

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 25, 2015, 05:41:00 pm**

Quote from: Splint on July 25, 2015, 05:33:36 pm

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If someone doesn't make a war-mutant ranch by your second turn you are literally obligated to do so. I hope you know that :p

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 25, 2015, 05:43:17 pm**

... Would a mutant fighting arena civilians fight in to earn private apartments be an acceptable substitute?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 25, 2015, 08:05:13 pm**

Prologue“The Succession of the Dwarven Monarchy:

In those ancient days prior to our current times, the dwarves had not the proud empire they now control. In those days they roamed the wilds as nomads, rarely settling down for prolonged periods of time. In those days there was no king of the dwarves; every dwarf did that which was right in his own eyes. Yet as time went on, the small groups and tribes of dwarves grew larger and absorbed one another, until there was but one mighty tribe for miles, which the dwarves proudly called The Torrid Lash. This new civilization the dwarves based in the ancient capital Mirrorrasped, and there they elected their first ruler: Datan Chewlance, for she was renowned for her virtue and beauty. And it was so declared to be the start of a new era, thereby beginning their new count of the years; so began the year 1.

And Queen Datan Chewlance ruled The Torrid Lash in those days less than a year, before she was ended by the giantess Cobim Fragrantmatched, the Robust Stances. And there was once again no ruler of the dwarves.

In 2, King Bomrek Channeledarm became the second ruler of The Torrid Lash. He did battle with the great beast Cor Sheenjewel, the Contest of Calling, and with Symdaz Wringgorge, the Contested Meteor of Brains, who struck him down in 5. And there was once again no ruler of the dwarves.

And King Bomrek Channeledarm ruled The Torrid Lash in those days three years. And there was once again no ruler of the dwarves.

In 6, Queen Åzum Bookmirrors became the third ruler of The Torrid Lash. She was the once the wife of King Bomrek Channeledarm. She did battle with the great beast Ene Cobraesteem, the Assaulted Sabres, and with Akul Spurtingprides, the Blossom of Dawns, who struck her down in 12 and devoured her whole.

And Queen Åzum Bookmirrors ruled The Torrid Lash in those days six years. And there was once again no ruler of the dwarves.

In 13, Queen Urist Tradedumras became the fourth ruler of The Torrid Lash. She forswore her status as a dwarf by profaning The Cobalt Abbey in Mirrorrasped, and Åk Cradledsave“god of mountains, caverns, earth“and fortresses did curse her with an eternal thirst for the blood of her kin. She ruled harshly and was regarded by all to be an oppressive ruler, and the deaths that occurred during her rule aroused the suspicion of all. She was killed by a bear in 32. Those dwarves that she killed to satiate her need for blood numbered in total thirty-one.

And Queen Urist Tradedumras ruled The Torrid Lash in those days nineteen years. And there was once again no ruler of the dwarves.

In 33, King AtÅr Crabstaff became the fifth ruler of The Torrid Lash. The son of the hated Queen Urist Tradedumras, he lifted the oppressive laws of his mother. He did battle with the great beast Sedme Ghostcavern, whom he killed; with Aleni Righteousembraced, the Russet Powers; and with DÅstik Tinbuds, the Silver of Bulbs, who struck him down in 57.

And King AtÅr Crabstaff ruled The Torrid Lash in those days twenty-four years. And there was once again no ruler of the dwarves.

In 58, Queen Urvad Fortressvoiced became the sixth ruler of The Torrid Lash. She did battle with the goblin OlngÅ Poisonmatches, whom she killed; with Darlou Spiderbalance, to whom she lost her tooth; with Borlath Greasebirds, the banshee; and with Souslamme Growlally, the banshee. And she ruled effectively until 189, when she died of old age, and she was interred in the tomb The Dignified Lashes in the mountain halls of Hammerjoy, where she sleeps forever under the gods' ever-watchful eyes.

And Queen Urvad Fortressvoiced ruled The Torrid Lash in those days one hundred thirty-one years. And there was once again no ruler of the dwarves.

In 189, King Erib Catchtowns“husband of Tobul Holdtraded and slayer of the elf Enina Waterwhispers“became the seventh ruler of The Torrid Lash. And his leadership endures unto this day.

Overseer's Log; 1st Granite 203:

Dude! So I, like, found this weird journal thing. I thought it belonged to the colonel, so I showed it to him and he looked, like, really freaked out to see me holding it. After a moment, he calmed down and told me that the fortress was in my hands for one year. Neat!

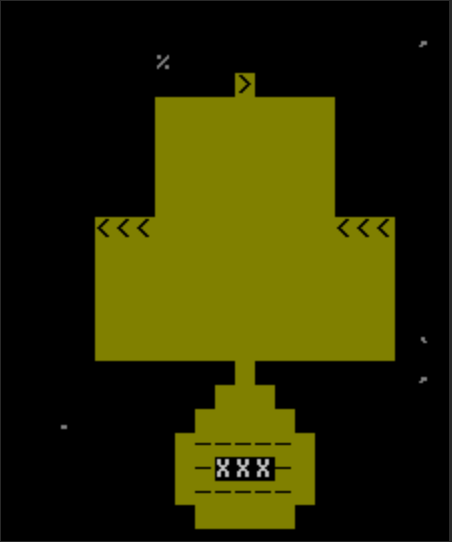
‘Jeff’, The Plantmaster
“Jeff”,
♂

I suppose that this is a good time to mention that my name's, like, not actually Jeff, dude. That was just the alias that I was working under for a while. Naw, my real name is Jef, Jef with one "f." Cool huh? I fancy myself a sort of criminal mastermind, you know?

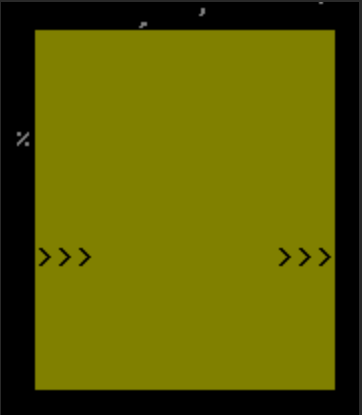
‘Jef’, Criminal Mastermind

I've got a lot of evil plans that I've been itching to try out, but first things first, dude. The colonel gave me, like, a ton of advice, but screw that shit. Let's make me a mansion! I miss my old plantation house. I've already drawn up some early floor-plans, bro.

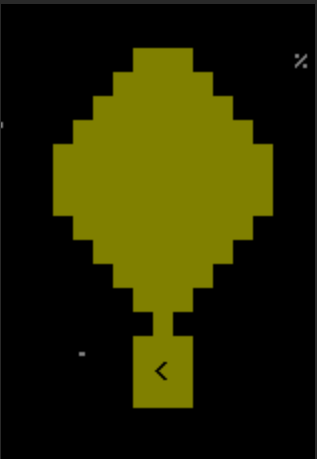
1st Floor:



2nd Floor:



Basement:



If we have clay lying around, we might as well use it man.

Magma Kiln
Make clay crafts R

Apparently there's no more ore to smelt, so I told the miners to go and get some, or something. Speaking of metals, being a criminal mastermind and all, I always wanted to try some counterfeiting, so I asked the manager to make me some coins.

Work Orders	Left	Validated
Mint copper Coins	5/5	X
Mint silver Coins	5/5	X
Mint gold Coins	5/5	X

Aww yeah! It's gonna be a great year!

OOC: I ♥love♥ history, so I went into Legends Mode to supply a brief history of our civilization's leadership.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 25, 2015, 09:04:44 pm**

Oho, very amusing! This is going to be good.
Hopefully I can get caught up on journals soon, lol.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 25, 2015, 10:07:37 pm**

Welp, I sense gross misappropriation of Fortress resources (that's literally all our silver going into those coins.) And a military coup in the future if he makes himself baron.
Actually quite the good reason to take that second turn, now that I think about it... :D

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **mikethete** on **July 25, 2015, 10:17:26 pm**

Quote from: Splint on July 25, 2015, 10:07:37 pm
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I sense a purge is in order

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 25, 2015, 10:22:20 pm**

Quote from: mikethete on July 25, 2015, 10:17:26 pm

Quote from: Splint on July 25, 2015, 10:07:37 pm

Welp, I sense gross misappropriation of Fortress resources (that's literally all our silver going into those coins.) And a military coup in the future if he makes himself baron.

Actually quite the good reason to take that second turn, now that I think about it... :D

I sense a purge is in order

Not sure if you're implying you doing one or not. It'd be a massive waste all the same, since weapon masters tend to take a while to train up without danger rooms in this version.

Speaking of, recommending barring the use Danger rooms and similar training exploits. If the military fucks up, it should really pay for it, not just shove some dudes in a closet and get new murder machines.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 26, 2015, 12:48:18 am**

I kinda agree about banning danger rooms, yeah. I can waive the ban temporarily if it's an actual emergency.

The Diary of Mr Frog Thusestdeler, Stoneworker

3 Limestone 202

I saw poor Noel hobble into the hospital today!! His chest was mang~scratched up a bit! He must have fallen down the stairs, poor thing! He should watch where he's stepping better. I sent him some get-well flowers to cheer him up, since he might be strapped there a while! Although, I couldn't find any flowers, so I dumped some pretty cave mushrooms in a box and called it even. I hope he likes it!!

11 Timber 202

Splint told me the outpost liason arrived! I think he'll be so happy to see all the pretty ladies that've moved here (~~not that they pay my runty ass any attention~~). He told me to meet with him "post-fucking-haste" and to not waste time with distractions, so that's what I'll do, after I finish all these other things that need doing! These get-well bouquets aren't going to arrange themselves! I wouldn't want to disappoint Splint, nope!

13 Timber 202

[the writing in this entry is incredibly-shaky, almost to the point of illegibility]

One of thE CATS turned UP DEAD today!!! I've never seEn something ChEwed up LIKE that MUST HAVE been from OLD AGE, poor thing!

I THOUGHT I heard splINT muttering something aboUT SpA~Our FARM stOcks are FINE, THOUGH, so I'M NOT SURE WHAT he's talking about!

E: Updated the OP to add a clause banning danger rooms (thank you Splint) and to also clarify what the Spawn actually were and did, since I noticed my "description" didn't actually describe them in any capacity and basically amounted to "HURR READ SPEARBREAKERS AND SYRUPLEAF"

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Noel.se** on **July 26, 2015, 01:12:06 am**

Diary of Noel Logemsedur, bookkeeper of Clobbermountain

9th of Limestone, year 202
I remembered to box of cave mushrooms Mr Frog brought to "cheer me up". I wasn't too happy to see him. I'll throw them away as soon as i can walk again.

13th of Timber, year 202
the cave mushrooms are starting to pile up in my room. Looks like the sanity of the first Overseer is in a worse state than I thought. He seems oddly worried about my well-being.

5th of Granite, year 203
I somehow survived the second year and we have a new Overseer. I must say, this place starts to look like a proper fortress. Splint completed his term without going insane.
Some people said that a spawn of Holistic paid us a visit. By Armok, this is not a good sign. At least it was slain quickly, but how many more will come?

That bit of history is really interesting. It is notable that dwarven history is dominated by a single Queen who ruled for half the time the civilization existed.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 26, 2015, 01:21:52 am**

Quote from: Noel.se on July 26, 2015, 01:12:06 am

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Considering how our civ's been fleshed out, I imagine there's something of a lingering cult of personality enforced around the Great Queen Urvad, with random quotes from her treated as profound nuggets of hidden wisdom and her name and her name and supposed approval being used as an accessory to make the Crown's actions more-palatable (e.g. "In the name of the Great Queen Urvad, His Gaudiness hereby sentences these 200 pug puppies to death on charges of heresy!" [deafening cheers, chants of "URVAD! URVAD!"]).
Edit: Speaking ill of the Great Queen in any way likely is an excellent way to land yourself in the slammer for some "re-education".

(I hope all of that made sense; I wasn't feeling 100% today and I think I've hit the end of my rope :V I can't remember how words work right now.)

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **mikethete** on **July 26, 2015, 12:15:27 pm**

Quote from: Mr Frog on July 26, 2015, 01:21:52 am

Quote from: Noel.se on July 26, 2015, 01:12:06 am

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so we are the dwarven equivalent of North Korea/Nazi Germany?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog on July 26, 2015, 12:21:17 pm**

Quote from: mikethete on July 26, 2015, 12:15:27 pm

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Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard on July 26, 2015, 02:08:16 pm**

Quote from: Mr Frog on July 26, 2015, 12:21:17 pm

Quote from: mikethete on July 26, 2015, 12:15:27 pm

Quote from: Mr Frog on July 26, 2015, 01:21:52 am

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I was thinking of a highly-conservative to reactionary authoritarian regime strongly reliant on right-wing military elite (eg. generals, local nobility and such) and historical tradition (rather than real history). Like ones that existed once in Portugal/Greece/South America. I dunno really if His Gaudiness should be the king himself or a really famous marshal/prime minister/duce chosen by queen Urvad herself to govern the country instead of her weak-willed heir.

The Phalanx, mentioned in my entries, was intended to resemble an early fascist party, a paramilitary organisation consisting mainly of workers/farmers and supported by oligarchs (barons, in terms of DF). Phalangist, in turn, fully support His Gaudiness' dictate, only campaigning for more popular measures and promotion of rampant nationalism. Oh, they also enjoy pogroms and marching with torches.

Adding hints of total corruption, secret police and mass poverty (induced by wars and forced migration)...

Deep shit, mates.

(Southern Outpost, Cpl. Liz Drunkenwheel, 11th light infantry division(Frontier Guard))

- Met with one of the elven traders, tree humpers are basically broke... Bought some cheap-ass yellow jaspers though, worth fifty creds, and a single black opal for hundred-fifty. Said their acolyte needed some for tree-bending spells, but, mate... Whatever floats their boat.

- A newlywed couple rode through the town... Sold them a green tourmaline pendant for a hundo. Armok bless rich mountainhome kids.

- Avuz managed to snatch a handful of garnets from the mine... Not that the sheriff is after him or somethin', but he seems a bit more bouncy then usual. Hey, man, you gotta earn for a living somehow, life's harsh here.

- Almost got my arse pulled over for AWOL. Guess who decided to screw with me? Tosid yet again! I'm so eager to smash her in the face right now...

- Apparently, [erased] has sold a batch of towed ballista missiles (solid steel, high-velocity) to gobbos. At this rate, we're running out of ammo... without actually shooting. I wonder what they will do next. I guess, make some cheaper iron ones? Anyway, after that he managed to score some dough off the caravan and- Let's not elaborate.

- Much less customers this week... Instead, wave after wave of migrants and refugees. Fresh meat for slums and brothels. Pawning their shit everywhere, turning the outpost into bazaar. And yeah, more of those "me love you long time" elven hoo- (the entry abruptly stops here. The page also features a list of goods and expences, namely charcoal, leather straps, a flask of river stills and giant bobcat tallow biscuits).

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog on July 26, 2015, 03:26:59 pm**

Quote from: Monitor Lisard on July 26, 2015, 02:08:16 pm

Quote from: Mr Frog on July 26, 2015, 12:21:17 pm

Quote from: mikethete on July 26, 2015, 12:15:27 pm

Quote from: Mr Frog on July 26, 2015, 01:21:52 am

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Adding hints of total corruption, secret police and mass poverty (induced by wars and forsed migration)...

Deep shit, mates.

I slept through Social Studies, so I'm not the one to really dictate any of this, lol. I never really conceived of there being a secret police, though. Dunno why. I guess I always imagined any executions or punishments to be given in full view, with everyone watching and, whenever feasible, encouraged to participate (stonings are popular and seen as a fun thing that you take your kids to). There is likely a cadre of assassins or such intended to quietly do away with certain threats, though.

IIRC if you look in Legends Mode, His Gaudiness the current king actually ascended to the throne fairly-recently after his mother Urvad (yes she was his mother, at least according to the official records) passed away. He's an old fart to be sure (born in 61) and will probably kick the bucket himself in a few decades. He has sired 10 children over the decades, half of which he's outlived. It's totally possible that he's not actually related to the Great Queen, but was retconned into being her true heir due to the actual next-in-line being even more of a dolt than he is (if you want to get really twisted, His Gaudiness actually could have been Urvad's secret lover, since their age difference honestly isn't all that large in dwarven terms even though he's young enough to plausibly be her child).

I imagine the Royal Archivist (don't bother looking for her in Legends, I made her up) has quite a bit of sway over him, as she's held her position for far, far longer than he's held his (not sure how long, or how old she is... part of me wants her to actually be something nasty like a vampire, lol) and is *extremely* knowledgeable simply because being knowledgeable is literally her job, so I'd imagine he respects her judgement far more than he'll ever admit. She's basically the token "evil vizier", lol. The Archivist is largely responsible for controlling the flow of information; if she says something, people accept it as absolute truth, except for dwarves like Ribbon who are smart enough to notice the small inconsistencies in their lies.

I kind of picture it as being a weirdly-comforting state to live in, to be honest. You never have to question what's right or what's true because that information is supplied to you. You never have to be afraid of anything because most threats are kept out of sight and out of mind and any that aren't will surely be done away with, because you've been taught all your life that the kingdom is invincible.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **ImagoDeo** on **July 26, 2015, 03:29:44 pm**

Quote from: Mr Frog on July 26, 2015, 12:21:17 pm

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I'd argue it's nowhere near that bad. Urvad is highly respected and nobody speaks ill of her, but children aren't *required* to memorize her sayings or anything like that. It's a voluntary personality cult.

With regard to flow of information - yeah, that's compatible with my concept of the cult. Some dwarves obviously recognize the inconsistencies but no one wants to rock the boat for the sake of such a small problem. The culture doesn't value the truth *that* much.

Journal of ImagoDeo Takemirrors, Sergeant of The Cobalt Planks

8th Limestone, 202

The last few days have been quite eventful. More goblin thieves keep sneaking around the fort, looking to steal children. It makes me nervous for my son's safety. However, Splint tells me he intends to chain some birds near the entrances, which should spot any thieves before they get too far into the fort. Several of my squad members have continued to improve their skills with spears and other weapons by spiking goblins and by sparring and demonstrations.

Splint hasn't impressed me very much as a leader so far. He has a bit of a temper. Moreover, pisskop - still carrying my firstborn - has been put into a ranged squad and has been on patrol duty for a few months. If anything happens to her or the baby... well, let's not think about that.

13th Sandstone, 202

Splint's showing his selfish side. Leaders like him were another reason I left the army: always grabbing the shiniest, most protective gear for themselves in an attempt to avoid dying, while they let the grunts go forward unprotected. This is precisely why I'm not happy with pisskop being under his command. Who knows what might happen? *She's* got a child to care for; *she* should be the one wearing that crazy new set of iron greaves. I don't care what other armor she got assigned. Splint has no right to claim the best for himself.

14th Timber, 202

I didn't see it myself, but Splint confided in me that one of the spawn showed up today. It mangled a cat. I don't know who dispatched it, or if it stayed long enough to meet our military in combat. I hope I don't have to fight any such creatures. Goblins are no challenge, but I prefer to fight opponents that die when you decapitate them, regardless of how simple the fighting may be. I've heard stories of these spawn and I'm not excited to engage them.

I'm still upset about pisskop's assignment, but at least she can fight at range. She tells me she's gaining quite a lot of experience with her crossbow, and watching her train I can certainly appreciate that. I hope she can kill whatever comes after her before it gets close.

1st Moonstone, 202

Pisskop and I have moved into new quarters. At least Splint has done his best to improve accommodations. Our bedroom is quite spacious. We rarely spend time there together since we're both training fairly frequently, but when we do get some time outside the training room we generally have enough privacy. We may have another dwarflet on the way in half a year or so. :)

4th Moonstone, 202

Splint's violent side showed through yesterday when he assaulted the outpost liaison. I heard him muttering something later about needing every scrap of armor we can lay our hands on. I suppose the liaison told him the mountainhome needed equipment. I agree with Splint's complaints, but there's no justification for attacking someone like that. The dwarf was just doing his job.

I saw Mr Frog the other day. He doesn't seem to be doing very well. Pisskop said she heard him mumbling to himself about Rakust. Her ghost proved me wrong about the rumors of her death, but it vanished - apparently satisfied - when Splint ordered someone to engrave a memorial slab and stick it in the catacombs. Maybe Mr Frog will find some peace sooner or later..

7th Moonstone, 202

I spoke too soon. Today the caravan guards were assaulted by another of the spawn. Its head was caved in and then chopped off but it kept coming until one of the swordsdwarves sliced it in half. My spear suddenly seems terribly insufficient for the task at hand.

Mr Frog's nerves are beginning to get on *my* nerves. If he doesn't calm down, he might make the whole fort jittery and tense. His eyes look everywhere but the eyes of the dwarves he speaks to, and almost nothing he says is coherent. He doesn't belong here, and if I ever get a chance to make decisions around here, I'll send him back to the mountainhome with the first caravan.

3rd Opal, 202

At least Splint is capable enough in combat. Two birds got stuck in the mist outside and he and pisskop took care of them. A little proof of her readiness with a crossbow is welcome, but I'm still not comfortable with her being a part of the fort's militia. I haven't said anything

to Splint because I know he won't change his mind. When the next overseer takes over at the end of the year, though... well, we'll see.

It's like Queen Urvad used to say, according to my old elementary school history teacher: "Time is the ally of every dwarf who is vigilant for opportunity."

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 26, 2015, 03:36:52 pm**

Unrelatedly, I've been continuing the fort on my own where I left off, and y'all will be pleased to know that in less than three months I've already managed to get Jeff killed and Lizzie and a random speardwarf maimed, set fire to a cavern, incinerate a turkey, and create an infinitely-burning nuclear yellow diamond. ...I don't think I should be allowed to play with magma.

Quote from: ImagoDeo on July 26, 2015, 03:29:44 pm

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Somehow yes. Not *quite* sure how it happened. Although... I dunno, I'd rather our particular totalitarian dictatorship be given a character of its own rather than everyone thinking of it as "North Korea... WITH DWARVES!!!!1". Although that'd have a certain dark humour all its own.

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Part of me wants there to be a running gag where people take random stupid things that Urvad said and treat them as deep and profound.

As the Great Queen once said... "Fuck! My toe! Fuck fuck FUCK!"

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 26, 2015, 03:50:47 pm**

Not to diminish your entries ImageoDeo, but I will correct some minor details.

I did in fact issue line armor for everyone. The main difference between melee and ranged line armor is that Melee armor is made for tanking hits with rigid stuff, and they actually have to get up close and personal with those nasty buggers. The marksdwarves are issued leather over chain armor and bucklers to cut down on weight while still providing decent enough protection from the nonspawn enemies (since encumbrance negatively affects Rate of Fire, and they won't use secondary weapons very reliably in this version in my experience.)

Pisskop and all the other marksdwarves still need thier leather body armor to go over the mail shirts and the chain leggings (the cloaks can slide since everyone seems to own at least one already.) They otherwise have everything else - bucklers, weapons, boots, helmets, and so-on. Note for cherry-hearts, the marksdwarves need thier metal pants and leather body armor.

The Cobalt Planks also share their training space with all the other squads still as far as I know, so you do get to see her and the baby fairly often (as of when I turned in my save your dwarf was in the barracks four tiles away in fact. :P)

And now for words of wisdom from Colonel Splint to all speardwarves: Aim for the chest. Ram your spear right into the center of those snapping maws, and the all-maker will show you how weak spawn really are against skilled warriors.

EDIT: And I better be at the forefront of any fighting. The Colonel will not rest on his laurels, he's going to lead by example damn it! Or at least try to as his lover keeps showing him up (damn you and your faster legs mikethete!)

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Crashmaster** on **July 26, 2015, 04:02:17 pm**

Please sign me up for a turn and a dwarf, whatshisname if possible;

Crashmaster -- male -- jack-of-all-trades/mechanic -- No one of consequence

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 26, 2015, 04:28:09 pm**

Quote from: Crashmaster on July 26, 2015, 04:02:17 pm

Please sign me up for a turn and a dwarf, whatshisname if possible;

Crashmaster -- male -- jack-of-all-trades/mechanic -- No one of consequence

No

Whatshisname is sacred

None shall learn of his true name, for speaking it shall bring the world to ruin

Still, adding you to the list. Welcome aboard!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 26, 2015, 04:31:02 pm**

Quote from: Mr Frog on July 26, 2015, 03:36:52 pm

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As the Great Queen once said... "Fuck! My toe! Fuck fuck FUCK!"

I imagine mountainhall dwarves refusing to believe refugees' claims of their hometown getting ravaged by Spawn. Like, *"Half of the country lies in ruins? Sculkers and stragglers everywhere? Spawn claiming new lands? Bollocks! You must be either mad or stupid to say such things, elf-loving bum!"*

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 26, 2015, 04:41:07 pm**

And lo, did His Gaudiness launch an effort to "expand" - the truth of the matter being a mass invasion of the lands the kingdom has lost to the banshees, goblins, and spawn, and maybe even actually expand after that (so that all those damned refugees can be put to use and get them the hell out of his capital city.) However, outposts to draw the enemy away are needed...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 26, 2015, 05:46:52 pm**

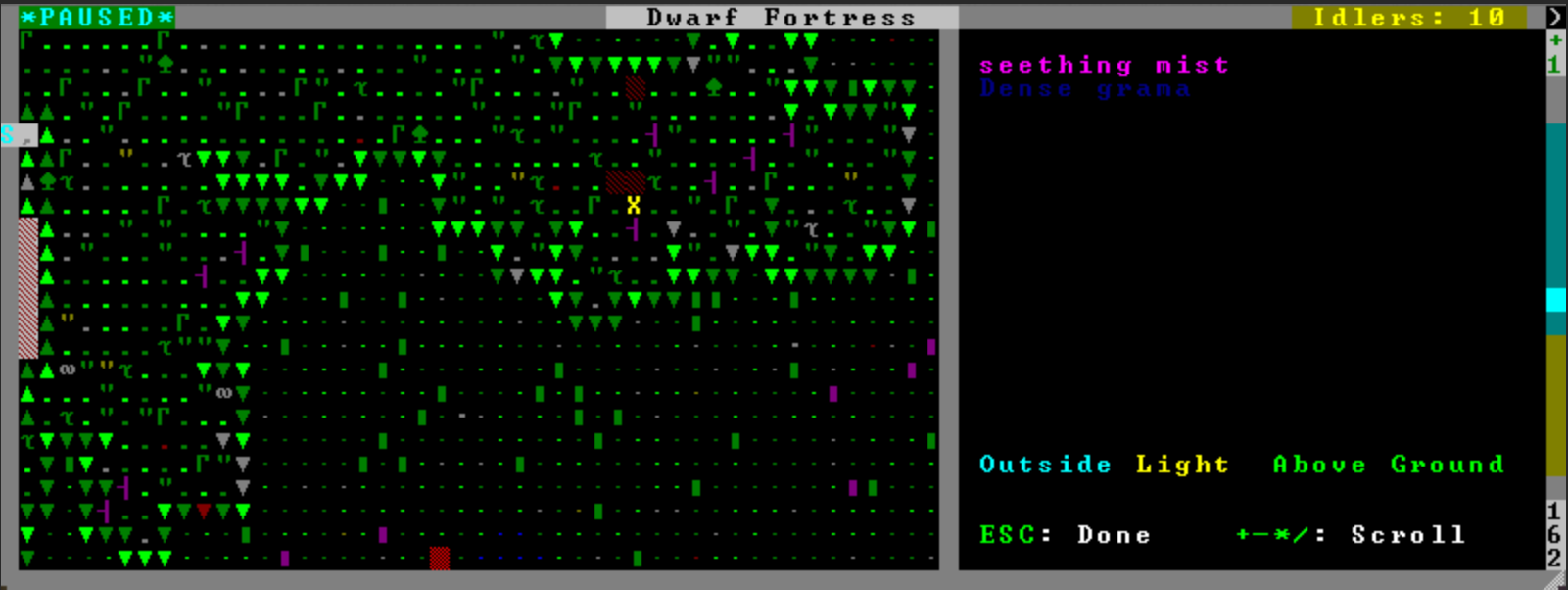
Overseer's Log; 2nd Granite 203:

So, I told the miners to look for even more exposed veins and to dig out anything they find. The colonel was all over my ass over my "gross misappropriation of fortress resources," or some shit like that. I told him that he was totally jealous that he didn't come up with such a genius evil plan first. That seemed to get him really mad, so I told him that I needed to go piss as an excuse to get out of there as fast as I could.

I also noticed that we had rough gems, but no jeweler's shop. I was all like: "What's the deal!" There's also no wood furnace anywhere, so I made sure to order one of those and one of those jeweler's shop. Good job, Mr. Bossman, dude!

Overseer's Log; 6th Granite 203:

Dude! Another one of those freaky clouds has blown in. If the colonel was right, we should be looking forward to this happening, like, once a month, or whatever.



The only things I see outside, though, are, like, some gray bird things that are nowhere near the cloud. So I think I can give this situation Jef's Totally Official Seal of Safety.

Overseer's Log; 9th Granite 203:

The clouds are all gone, and as I suspected, we were in no danger at all. I made sure to let everyone know that under my leadership, they were as safe as my personal stash.

OOC: So, should I, or should I not, dwarf Crashmaster as Whatshisname?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 26, 2015, 05:54:46 pm**

Quote from: cherry-hearts on July 26, 2015, 05:46:52 pm
OOC: So, should I, or should I not, dwarf Crashmaster as Whatshisname?

I vote a very firm "no, but if nobody else cares then I don't care either". I dunno, I kinda want Whatshisname to remain an enigmatic third party that doesn't really belong to any specific player, lol.

The Diary of Mr Frog Thusestdeler, Stoneworker

2 Moonstone 202

I saw Ribbon today! She was wandering around with one of those pamphlets the caravan hands out, muttering about "propaganda" and "really, is this supposed to seem factual?" I don't know what she means by propaganda, but these pamphlets are really cool! I'd never have imagined humans could sacrifice so many infants for so many reasons! You'd think they'd run out, hahaha!

4 Moonstone 202

Oh! That nice liaison was chatting with me today about our exports, now that I've finally finished making all 200 get-well bouquets for poor Noel (I just feel so *terrible* for him -- first his wife *leaves* sUddenly and then he gets hurt like that!) when suddenly Splint overhears him asking us for weapons and walks up to him and... and... and kicks him right between the legs! Oh, it was awful!! The poor guy made a noise like a cat being stepped on and then went down like a brick... he even threw up a bit! Poor Mr. Liaison!! He had some nasty words to say to Splint, hahaha! Hope he didn't mean anything by them... I'm sure Splint's been under a lot of pressure! That's why he's acting out like that! Not everyone can handle being Overseer as well as I did, nope!

I saw Mr. Liaison out of the fortress. He kept flirting with all the girls we saw on the way out, hahaha! He's so popular! Right before he left, I remembered that I'd forgotten to sign some of the papers I'd given him and dashed out of the fortress to get him -- he was sitting on a rock writing a letter when I found him, but he stuffed it in his pocket all surprised-like once he saw me! It must've been something embarrassing, hahaha! I feel kinda bad for giving him such a start. Maybe it was something private for one of his lovers back at the capital~

7 Moonstone 202

I heard there was a ruckus down by the new depot! And... and I saw someone carrying a body away to the garbage disposal! Oh, that's awful! I couldn't see who it was, 'cuz it was completely-covered, but it was definitely shaped just like a dwarf! I wish there was something I

could have done..! I feel ill...

15 Moonstone 202

Saw Splint running through the hallway with a fistful of... something, crowing about how it was "MY KILL" and it was "KILLED BY MEEEEEE". Oh, he's really starting to lose it! This is terrible! Maybe I'll start making him bouquets, too! A hero has to share their strength, after all!

5 Opal 202

You know what? I don't need to make bouquets anymore! It's DANGEROUS in the caverns, after all!

17 Opal 202

I decided to start training with the military recruits today! It's good to keep sharp, even if you're a hero, right? Except, the soldiers didn't seem to want me in the barracks for some reason... oh, I wonder what I did to make them mad at me!? That's okay, though! I just peeked in through the door and copied what the axedwarves were doing with my pick! Except, I accidentally tripped and stubbed my pinky! Owie! A hero's life can be hard sometimes, I guess... I'm going to go chew on some cave moss to take the edge off the pain!

23 Obsidian 202

Someone got a really bad headache today! Maybe I'll make them some cave moss tea.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 26, 2015, 08:23:30 pm**

Overseer's Log; 17th Granite 203:

The chief medical guy has started throwing parties. That is just NOT cool.

The chief medical dwarf Dastot Kedcatten has organized a party at rhyolite Table.

I mean, he should be healing guys, or something. He could at least be, like, on call in case something DID happen. But instead, he's dancing about and drinking, and he didn't even have the common decency to invite me. Maybe he's evil too.

Overseer's Log; 27th Granite 203:

I noticed that we were missing the anvils we needed to expand the forges as far as I wanted to, so I just, like, ordered some to be made.

Magma Forge
Forge iron Anvil
Forge iron Anvil

Heh! And the colonel keeps telling me that I'm "wasting the metal supply on my pet projects." Can he not see that I'm actively maximizing production. In fact, now that the jeweler's shop and wood furnace are finished, I have put them both to work. Take that former bossman! I did something you couldn't.

Overseer's Log; 3rd Slate 203:

One of the soldier's has gotten really attached to his wooden shield.

Kib Usânoslan, Swordsdwarf has grown attached to a alder shield!

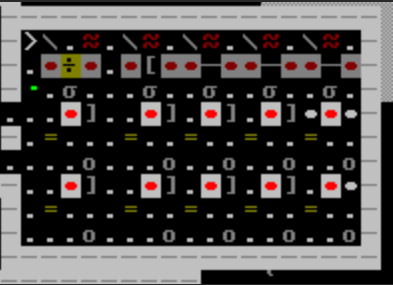
I mean, like, it's just a shield bro. Get over it.

Overseer's Log; 4th Slate 203:

A while back, I went to the carpenter guys and was all "yo, we could use some bins." And nowâ€”guess what?â€”we have bins. Now we've been able to clear up all that junk in the stockpiles.



The new forges are also all finished.



I'm such a good bossman!

Overseer's Log; 10th Slate 203:

My counterfeit coins are all done!

Shakethmeng 203 copper coins [500]

This is a stack of 500 Shakethmeng 203 copper coin. This is the copper currency of Shakethmeng from the year 203. On the front of the coin is a rendition of a image of a larch. The image is the symbol of The Torrid Lash, a dwarven civilization. On the coin's back is a masterfully designed image of Bomrek Channeledarm the dwarf and dwarves. Bomrek Channeledarm is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Bomrek Channeledarm to the position of king of The Torrid Lash in 2.

Shakethmeng 203 silver coins [500]

This is a stack of 500 Shakethmeng 203 silver coin.
This is the silver currency of Shakethmeng from the year 203. On the front of the coin is a rendition of a image of a larch. The image is the symbol of The Torrid Lash, a dwarven civilization. On the coin's back is a well-designed image of a magma crab.

Shakethmeng 203 gold coins [500]

This is a stack of 500 Shakethmeng 203 gold coin.
This is the gold currency of Shakethmeng from the year 203. On the front of the coin is a well-designed image of a maple. On the coin's back is a finely-designed image of foxes.

The colonel still thinks it's a waste, but I didn't need to do anything, like, drastic, bro. All I had to do was tear out the old drawbridge and trade depot; now we have shiny gold ones!



Now I can cross "counterfeiting" off of my Criminal Mastermind Bucket List.

Overseer's Log; 11th Slate 203:

The broker came to me totally all sad, and he was all like: "Nobody knows my name" So I asked his name, and he said it was Crashmaster. Neat.

'Crashmaster', "'Crashmaster'", No-one of Consequence

He was still pretty sad, so I offered him a smoke from my pipe. He asked if I really meant it, and I said "no," and took my pipe and ran.

Now I can cross "be a dick" off of my Criminal Mastermind Bucket List.

OOC: I dwarfed him as Whatshisname, idgaf.

And yet nobody will remember the poor guy's name regardless.

Don't forget to relink the lever. Although Will say the gold depot does sound kinda kick ass... Should totally replace the walls and plate the floors in the depot room with gold. That'd sure as hell show off the fort's gold wealth.

I'm never gonna get that journally stuff done at this rate. :v

Quote from: cherry-hearts on July 26, 2015, 05:46:52 pm

OOO: So, should I, or should I not, dwarf Crashmaster as Whatshisname?

Leave him an enigma.

Quote from: Splint on July 26, 2015, 03:50:47 pm

Not to diminish your entries ImageoDeo, but I will correct some minor details.

I did in fact issue line armor for everyone. The main difference between melee and ranged line armor is that Melee armor is made for tanking hits with rigid stuff, and they actually have to get up close and personal with those nasty buggers. The marksdwarves are issued leather over chain armor and bucklers to cut down on weight while still providing decent enough protection from the nonspawn enemies (since encumbrance negatively affects Rate of Fire, and they won't use secondary weapons very reliably in this version in my experience.)

Pisskop and all the other marksdwarves still need thier leather body armor to go over the mail shirts and the chain leggings (the cloaks can slide since everyone seems to own at least one already.) They otherwise have everything else - bucklers, weapons, boots, helmets, and so-on. Note for cherry-hearts, the marksdwarves need thier metal pants and leather body armor.

The Cobalt Planks also share their training space with all the other squads still as far as I know, so you do get to see her and the baby fairly often (as of when I turned in my save your dwarf was in the barracks four tiles away in fact. :P)

And now for words of wisdom from Colonel Splint to all speardwarves: Aim for the chest. Ram your spear right into the center of those snapping maws, and the all-maker will show you how weak spawn really are against skilled warriors.

EDIT: And I better be at the forefront of any fighting. The Colonel will not rest on his laurels, he's going to lead by example damn it! Or at least try to as his lover keeps showing him up (damn you and your faster legs mikethete!)

Ok, I do need to change a few minor things in my entries, then. My dwarf was referring mostly to you taking the artifact greaves for yourself. He's still going to be quietly frustrated that they didn't go to pisskop. I'll fix the thing with training though.

-This is a cow leather bound journal. It is decorated with bands of bauxite and studded with brass. It is decorated with kestrel feathers. On the front cover is an image of an enclosed helm over crossed spears in billon. On the front cover is the phrase "Journal of Splint Silverypeaces."

There are several pages of entries pertaining to excitement over enlisting in his homeland's army, of various celebrations, a minecart accident killing his mother's pet cat, and a dwarf named "Sarge," upon whom he swears revenge for cutting a rope during a training exercise, killing four members of his training squad.-

12-15-200

Word's come down from he higher ups that The Monarch has decided to build a Border Fortress against the great enemy, and that I've been selected as part of the guard detail along with someone from another trainee squad. We're competent enough I guess, but I told Lieutenant Bannerspear that sending us was a bit... Well, retarded, to be perfectly honest, and asked if the General's been drinking enough lately.

She just told me that all she was told was to deliver the paperwork to me and the other guy.

12-16-200

Met the leader of the expedition. Has a big ol' Overseer's Logbook stuffed in a satchel. Not the most imposing sort, but since this isn't *quite* a military force, one can't really ask for a better leader than someone who looks somewhat cowardly.

12-26-200

Too many. Banshee raid party I think, though it may have just been some hunters out and about. Jeff said something about "bad vibes from this place" where we almost ran into them. Muttered something about the Fortress Guard back in the capital too, but I didn't catch it. Seems the man has a knack for knowing when bad things are due to happen, even if he seems a bit out of it most of the time. Could just be a tad clumsy though.

‘Jef’ Urdimodgúb, “‘Jef’ Tovernobs”, The Plantmaster

‘Jef’ Urdimodgúb has been happy lately. He slept in a very good bedroom recently. He had a nice bath recently. He dined in a fantastic dining room recently. He has been annoyed by flies. He admired a fine Door lately. He admired own fine Bed lately. He talked with a friend lately. He has been satisfied at work lately. He was nauseated by the sun lately. He is a worshipper of Thoeth Cloudyrains the Cave of Aurax and a worshipper of Thoeth Cloudyrains the Cave of Aurax. He is a citizen of The Horrid Lash. He is a member of The Everlacting Rodines. He arrived at Avódonol on the 1st of Granite in the year 201. He is seventy-eight years old. born on the 26th of Limestone in the year 125. He is corpulent. His heliotrope eyes have thin irises. His very long sideburns are braided. His very long moustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. His skin is sepia. He is slow to heal and very flimsy. ‘Jef’ Urdimodgúb likes bauxite, bismuth, heliodor, mango wood wood, green glass, giant impala hoof, bolts and crow men for their intelligence. When possible, he prefers to consume davenport cheese and sunshine. He absolutely detests large roaches. He has a great affinity for language and very good intuition, but he has a questionable spatial sense and a poor kinesthetic sense. He occasionally overindulges. He greatly appreciates art and natural beauty. He admires tradition. He is trusting. He is confident. He acts impulsively. He points and shakes his finger when he’s angry. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

1-1-201

Was asleep in the Wagon when the axle gave out. According to the maps, we *seem* to be where we need to be. Might be off by a few miles or so though. No matter, we have ready access to the blood of the earth, which will make all our lives a million times easier.

The leader of our little mission is digging into the hillside right now, says something about the sky is giving him the creeps, and honestly? I'm inclined to agree. The damn sky has felt wrong since we entered the swamp a few weeks back.

1-24-201

Fuck. This. Place.

The sky seemed to come down like... Like some kind of fog bank. I didn't want to take any chances, and I told everyone to get the fuck inside and to forget anything else.

I... Whatever happened to those chimps, I pray never happens to a dwarf, because there was something deeply, deeply wrong with them after it rolled over them.

2-7-201

Can't say I care for Mr Frog's architectural skills. Winding tunnels make for slower wagon transit, and slower wagon transit means less time to trade. Not my place to judge right now though.

2-28-201

Slate's been thankfully quiet. Close calls with the cloud, but at least we have something resembling farms and a still. Plump Helmets aren't great, but the things are a staple food for a reason I guess...

3-28-201

The cloud caught more animals. Dingoes this time. What in the hell is in that cloud that causes life to turn into some bloated raging mockery of creation?

4-5-201

Been watching the dogs. They seem to stay apart long enough for them both to rest, but as soon as the sun comes up? Fucking monster goes right back to chasing the normal one.

4-20-201

We seem to be slowing getting something passable dug out here! Thanks mainly to the diligent efforts of our fine dig team. Things feel a tad cramped, but it's better than contending with The Cloud topside.

5-6-201

Parrots caught in The Cloud. damn things convulsed, bloated, turned on the unexposed ones... Ugh. Thank the gods those things stayed parrot-sized.

5-15-201

Migrants. Asked them why they came here and they said they'd heard of a frontier settlement where there'd be plentiful work. Someone lied to these people, but with all the refugees we met on the way here, can't say I'm shocked. Coulda sworn some head a military bearing about them though...

6-2-201

Thank the gods Mr Frog finished the disposal tunnel, those damned draft animals that starved last month started fouling up the place. You know, I'm sort of glad they died that way. Slow and horrible, but would dying in a body they don't recognize anymore be better?

... Sweet Vumom, did I just empathize with a fucking horse and a water buffalo? What the fuck is wrong with me, that shit's Elf talk!

6-20-201

Mr Frog almost freaked when he saw people milling around the old wagon. It's my own fault, I'm in charge of these people's safety and I didn't say anything about the wagon not being safe to socialize near, being open to The Cloud and all...

6-28-201

Pups born. According to the old tales, the humble war hound is the greatest embodiment of loyalty the dwarven people could ask for. Follow us to the ends of the earth, to the darkest depths, fight and die for us, and ask only for a little food and water in return. Fresh meat for the grinder, but loyal meat all the same. I just wish we could make them stronger...

7-1-201

Might have been a little too... Vivid describing what would happen if we didn't get proper kit and somewhere to train soon for our eventual militia. Everybody besides Mikethete sort of stared, and not in a good way.

Most definitely was too vivid. Shouldn't have taken the teachings to Vumom to heart so much...

7-6-201

MOTHER OF THE ALL-MAKER MAKE THE HANGOVER STOP.

7-24-201

I don't know how the fuck the dig teammanaged it, but they missed the caverns.

Head still pounding off and on.

Just want a mug of fucking water.

7-25-201

Finally have a barracks. Started training with Mikethete. She's fairly handy with a spear!

8-2-201

The Cloud came again. No wildlife caught this time.

8-17-201

Migrants. Two married couples: Pisskop and her Husband ImagoDeo, and Wolf and his wife Lizzy. I swear, ImagoDeo sounds very familiar...

8-25-201

Rakust is dead. At least judging by the screams and lack of a body she is. Should have said something... Safer breach procedure... Ugh...

Rakust's demise seems to be weighing heavily on Mr Frog. Can't say I blame him, those screams were... Well, those screams were fucking ghastly.

12-28-201

That's it. Several months since my last entry. Mr Frog is losing his shit, and I can't let him lead anymore. Tradition dictates Overseers serve one year stretches anyway, so if he complains I'll make quite sure he understands that.

1-1-202

Mr Frog's willingness to turn over command so quickly was... A little unnerving. No matter. Time to go to work. Will be a year before I likely return to this journal.

-There is, of course, a year long gap.-

1-1-203

If a disaster strikes, I will not be surprised in the slightest. Jef (he seems to insist it's spelled with one f, sort of how Mr frog is insistent there's no period after the Mr,) found the Overseer Log. Went pale when he showed it to me, but I'm not going to say a thing to him on that front.

So far he's abused his posting to build a pointless manor (which I hope the next overseer confiscates from him,) and waste silver on coins. The copper and gold though I can't really complain about. Not like we really need it. Maybe we can trick someone into bringing the coins to His Gaudiiness? Bet that'd piss him off when some merchant tells him the coins were cheap knock-offs.

It'd serve that pompous git right for sending us this far away from the mountains.

Jef *has* had the good thought to put the clay whatshisname bought to use, so there's that, but I dunno if there's anyone who knows how to properly work a kiln. Ah well, I'm sure he can find someone to do it with some decency.

I wonder if any of the stuff would get a tin glaze? That'd be nice to see...

1-2-203

Well, he seems to be getting neglected industries going some. I admit I didn't quite devote as much time to commercial projects as I should have... We need someone to cut and set gems in our products, could do with more crafts dwarves to work stone, wood, or bone (be it for stuff to sell or to make training ammo for The Tan Caves,) and any clay items *need* to get a good glaze! Even if it isn't tin.

Plus we'll need ash to make lye anyway, since the hospital need soap for its use and we need some for general fortress use too. Should have a good sum of fat to make soap from, if people don't mind smelling like buffalo steak. I'll have to look and ask Noel to run those numbers by Jef.

1-25-203

Jef's certainly done a good job with getting the industrial aspects of the fort more fully up and running! I was a little annoyed that he replaced the bridge I had set up, but I have to admit, the new gold depot does look pretty kick ass...

I'm definitely going to see if I can talk him into plating the walls with gold just as a big "fuck you" to all the poor forts.

... Or maybe build a giant gold middle finger? That'd be pretty funny. Even a stone or lead one would be for that matter.

For the first time in ages, a journal for a succession fort!

Seems Jef's whole criminal "mastermind" thing might have some foundation on his good intuition (any good criminal needs that!) Actually pretty glad I wrote this crap, since I'm trying to dust off some cobwebs for a community game.

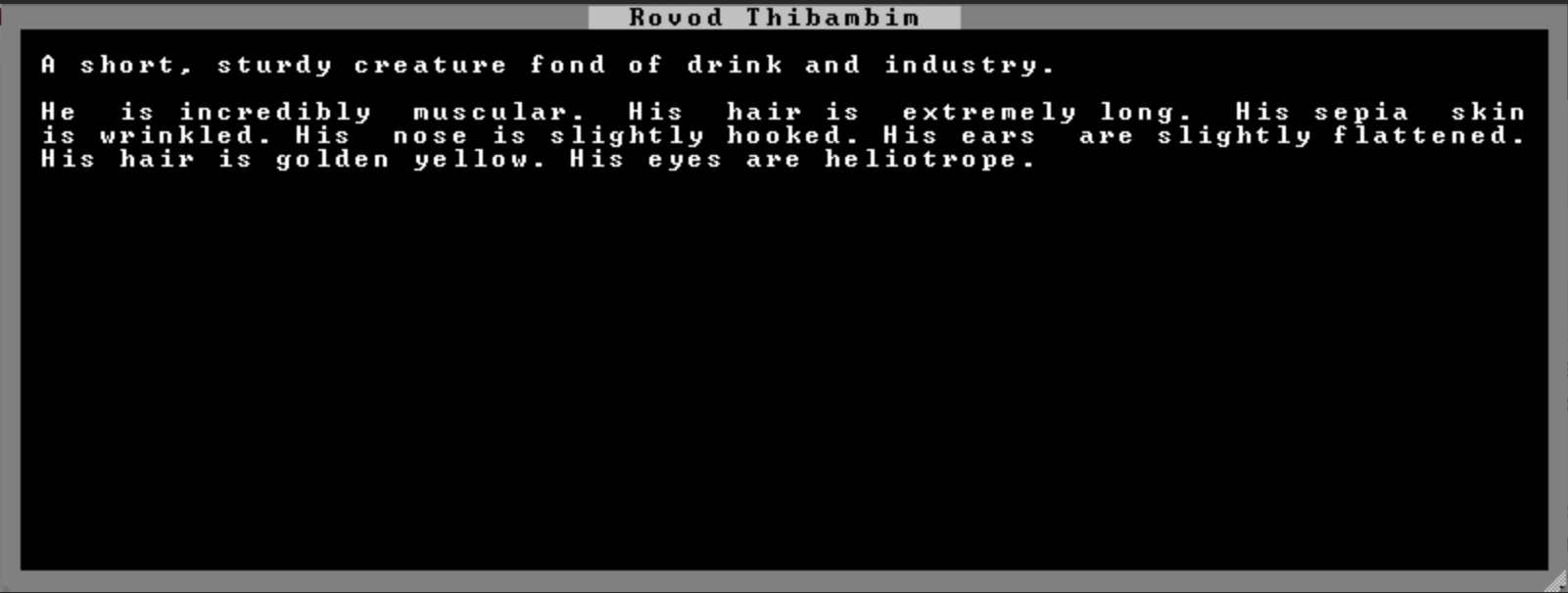
Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 27, 2015, 01:48:35 pm**

Overseer's Log; 2nd Felsite 203:

So, it's morning, and this group of migrants was just announced. They're justing marching towards the entrance. I think it's standard procedure or something to make a list, but screw that. I'm going back to bed. So long as these new dudes get to work ASAP, I'd say they're cool by my standards.

Overseer's Log; 4th Felsite 203:

This is NOT good dude! The migrants were still coming this morning, and one of those freaky clouds just drifted in. Most of them ran away in time, but not this one dude.



Okay, so I can't give this situation Jef's Totally Official Seal of Safety, but I CAN give this situation Jef's Totally Official Seal of Call the Military!

- a The Golden Men Station
- b The Tan Caves Station
- c Glowing Roads Station
- d Cobalt Planks Station
- e Rounded Papers Station

I've told all our soldiers to chill by the trade depot, just in case our freaky monster bro gets any ideas. I've also locked the door to the other exit, and I've asked the masons if they could, like, brick it off, just in case. The new gold drawbridge doesn't exactly work yet, so I've ordered that to be finished too. If this creature can get past all of our soldiers, I think it might be able to kill us all. Freaky, I know.

OOC: RNG has delivered us some fun; hopefully this won't escalate too much.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 27, 2015, 02:23:44 pm**

If that dude's unarmed, full reaponse is a bit much. One or two melee guys should be more than sufficient to mercy kill that poor guy.

Best get a slab and casket ready...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 27, 2015, 02:57:46 pm**

Quote from: Splint on July 27, 2015, 02:23:44 pm

If that dude's unarmed, full reaponse is a bit much. One or two melee guys should be more than sufficient to mercy kill that poor guy.

Best get a slab and casket ready...

...Make the casket a size XL.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 27, 2015, 03:08:28 pm**

Awwww yeee let the dwarf-on-dwarf violence finally begin (<https://www.youtube.com/watch?v=v1PBptSDIh8>)

It shouldn't be that much trouble for the soldiers tbh; mutants are super-strong, but I don't think they can punch through armor and are unprotected themselves. If a woodcutter or (heaven forbid) a caravan guard gets gassed we're in quite a bit of trouble. My main concern is migrants getting punched to death.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 27, 2015, 04:13:42 pm**

Quote from: Mr Frog on July 27, 2015, 03:08:28 pm

Awwww yeee let the dwarf-on-dwarf violence finally begin (<https://www.youtube.com/watch?v=v1PBptSDIh8>)

It shouldn't be that much trouble for the soldiers tbh; mutants are super-strong, but I don't think they can punch through armor and are unprotected themselves. If a woodcutter or (heaven forbid) a caravan guard gets gassed we're in quite a bit of trouble. My main concern is migrants getting punched to death.

Well the migrants gotta learn about the local flavor one way or another...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **ImagoDeo** on **July 27, 2015, 05:01:41 pm**

Quote from: Mr Frog on July 27, 2015, 03:08:28 pm

a caravan guard

I just know this is going to happen on my turn, now. I'm doomed.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 27, 2015, 05:09:49 pm**

Overseer's Log; 8th Felsite 203:

I went up to the surface to check on our troops, cause they've been chilling by the depot for a few days now, and the colonel's all "you've gone overboard in your reaction to this situation" on my ass. It's like, I'm just trying to keep everyone as safe as possible. So I tell him, "If it's so safe, dude, go kill him yourself."

a `Splint`, Colnl Kll Rvd Th

So, off he went with his spear. He was looked all mad and stuff, but I couldn't really tell because I had just taken a REALLY long toke.

Overseer's Log; 16th Felsite 203:

The colonel's been chasing the that freaky guy around for over a week now, cursing at him and making threats all the time. It kind of stopped being funny after, like, a day, so I've finally decided to call in the crossbow guys to slow the monster down a little.

b The Tan Caves Kll Rvd Th

Also, I forgot to mention this before, but one of our guys started acting funny and locked himself in a shop with a log, and now he's out with this cool-looking artifact.

Urdim Oddomzareth, Animal Dissector has created Uumsharob Ost Gigin, a willow amulet!

Press **Enter** to close window

Uumsharob Ost Gigin, "Gloomytars the Folds of Flying", a willow amulet

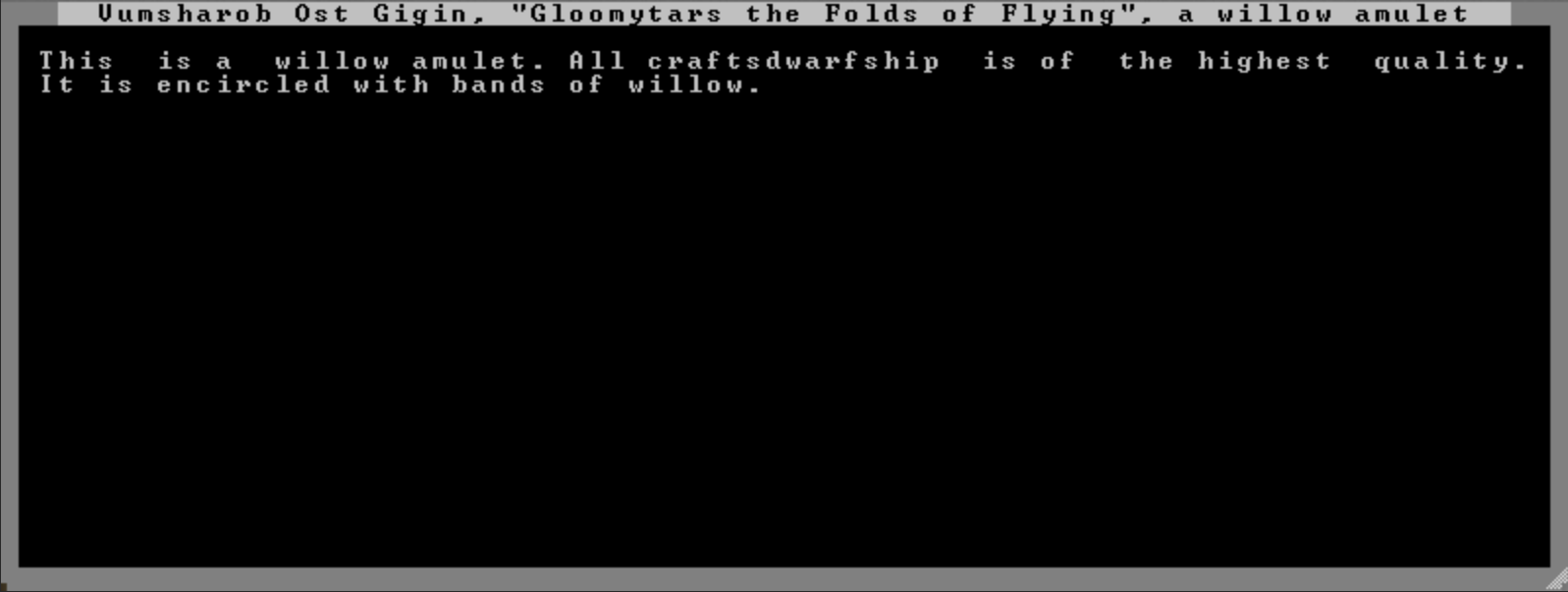
Weight: <1g**Basic Value: 2400***

f: Forbid

h: Hide

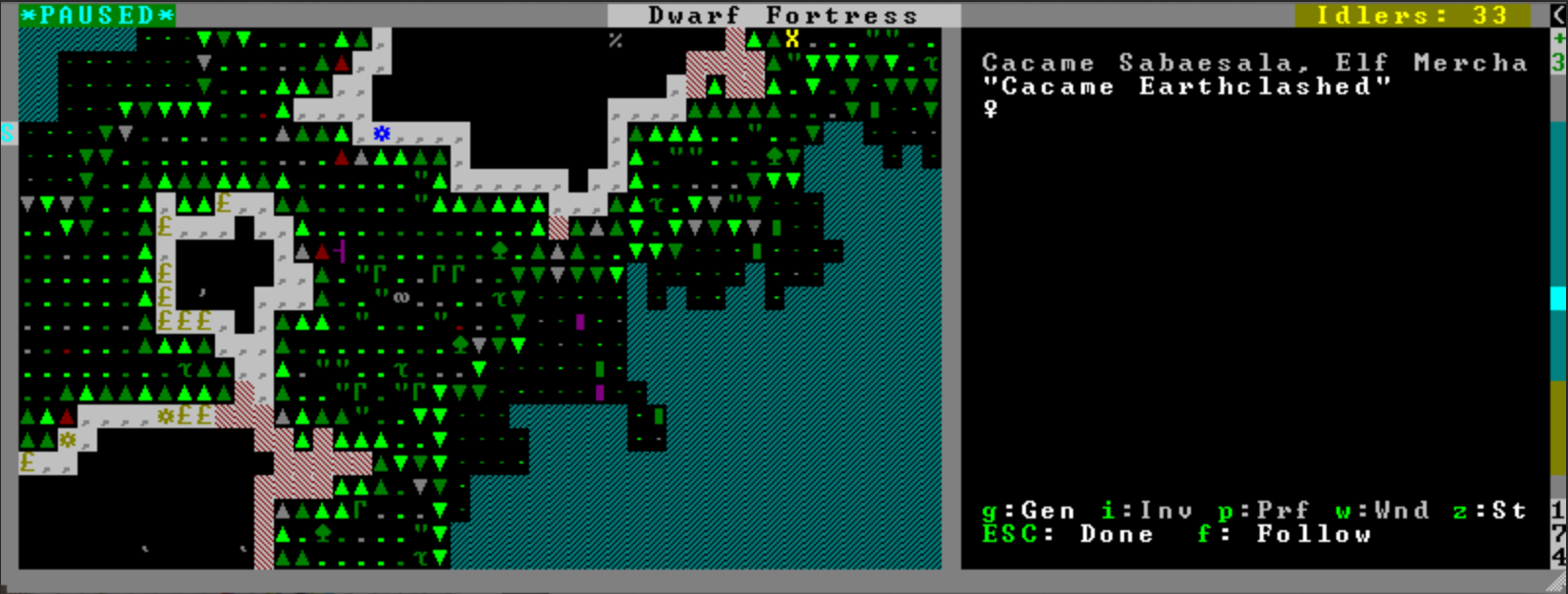
v: Description

Set Follow Hotkey <F1 etc.>: None



Not the coolest thing I've ever seen, but that's okay.

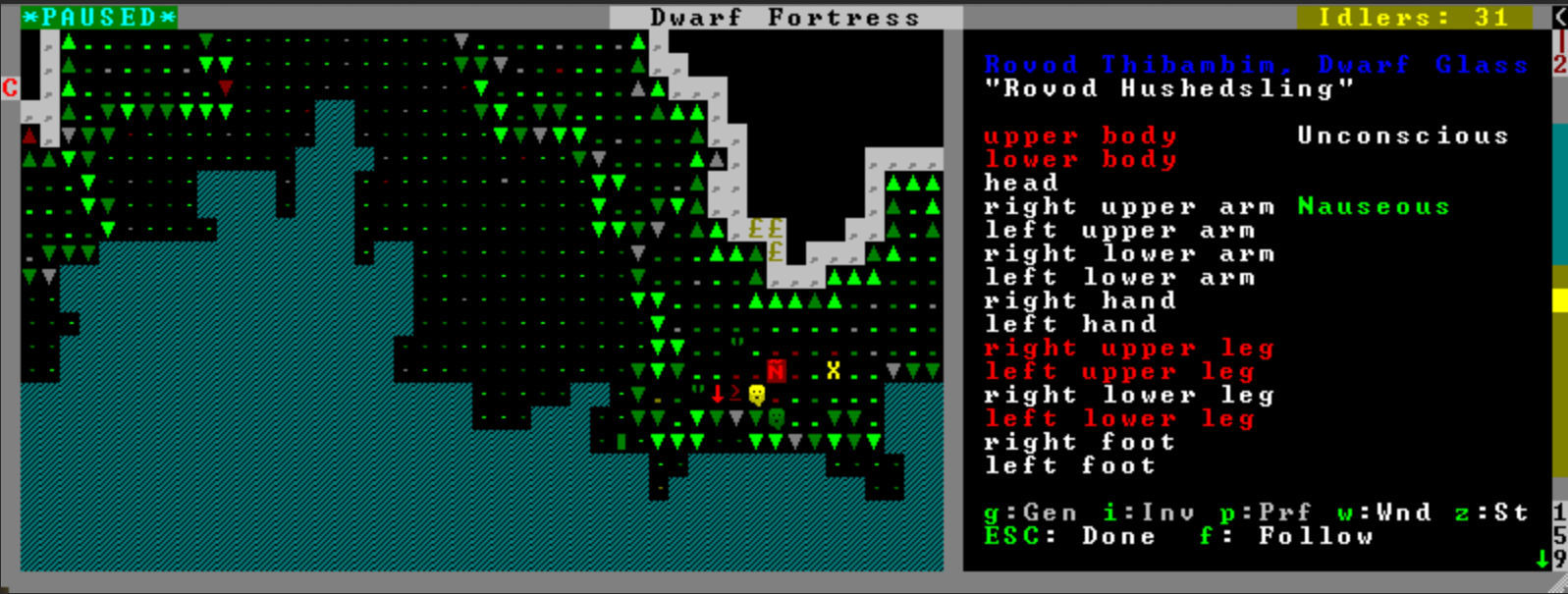
There are also some elves that just sort of showed up.



I'm pretty sure there's a specific way I'm supposed to deal with these guys; I'll have to consult Urist's Field Guide for the Wary Wanderer.

Overseer's Log; 17th Felsite 203:

Guess what? My plan worked!



The flying <giant toad bone bolt> strikes The Dwarf Glassmaker mutant in the right upper leg, chipping the bone through the <alpaca wool coat>!
A tendon has been torn!
The Dwarf Glassmaker mutant falls over.
The flying <-dog bone bolt-> strikes The Dwarf Glassmaker mutant in the left lower leg, chipping the bone through the <pig tail fiber dress>!
A ligament has been torn and a tendon has been torn!
The Dwarf Glassmaker mutant gives in to pain.
The flying <-dog bone bolt-> strikes The Dwarf Glassmaker mutant in the upper body, tearing the muscle and tearing the liver through the <alpaca wool coat>!
The <-dog bone bolt-> has lodged firmly in the wound!
The flying <water buffalo bone bolt> strikes The Dwarf Glassmaker mutant in the lower body, tearing the muscle and tearing the guts through the <alpaca wool coat>!
The Dwarf Glassmaker mutant looks sick!
The Dwarf Glassmaker mutant vomits.
The flying <giant toad bone bolt> strikes The Dwarf Glassmaker mutant in the left upper leg, chipping the bone through the <alpaca wool coat>!
A sensory nerve has been severed and a tendon has been torn!
The Dwarf Glassmaker mutant retches.
The flying <-dog bone bolt-> strikes The Dwarf Glassmaker mutant in the right lower arm, chipping the bone through the <alpaca wool coat>!
A ligament has been torn and a tendon has been torn!
The Dwarf Glassmaker mutant retches.
The Colonel stabs The Dwarf Glassmaker mutant in the head with his <-iron spear->, tearing the muscle, shattering the skull and tearing the brain!
A tendon in the skull has been torn!
Rovod Thibambin, Dwarf Glassmaker mutant has been struck down.

This calls for some smoking.

The Cloud finally got someone. Was only a matter of time.

Overseer's having a bit of a freakout though, because he had literally all of us on station.

3-17-203

Had enough of the waiting and told the Overseer so. Said he overreacted calling up literally everyone where one or two good soldiers would do against an unarmed bloated monster that used to be a dwarf. He said something along the lines of "If you're so sure about it, then you take care of it!" He kinda slurred it a bit, so he might've been a bit more sober than he should have.

So I did.

The fucker threw rocks at me, snarled, darted around like a damned crundle hopped up on elf stims, and managed to stay out of reach long enough I had to swallow my pride and ask the Overseer to get me some ranged support to take out his legs. Told me "No sweat, just head back out and I'll get you covered." (He was pretty lucid for a change.)

Sure enough during another round of chucked rocks, obscenities, and chasing, The Tan Caves crested the hill I was chasing the poor bastard up and put two volleys into him! Honestly when The Caves didn't show up an hour after, I thought he'd forgotten to send them up; but he pulled through. Once the mutant went down, it was easy. One shot, right through the head.

Thanked Pisskop and her squad for the help, and the Overseer for sending'em out, but I still busted Pisskop's balls for missing the head. I mean she brained a moving owl mutant once after all.

Wish it hadn't needed to be done, but at least it ended quickly for the unfortunate (more or less.)

Do note things I say outside of my journals should not be taken to entirely reflect my dwarf's words. Most of my complaints are just my misguided griping for the most part, much of it stemming from "SPAWN WILL KILL US IF WE ARENT PREPARED."

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 27, 2015, 07:55:19 pm**

Overseer's Log; 22nd Felsite 203:

What a day! I finally got around to dealing with those elves who were hanging out at the depot today. I grabbed my copy of Urist's Field Guide and asked the colonel if I could borrow his crossbow guys. He was all, "Good thinking bro! It's always good to have some security present during trade." So I reached the depot and had all the troops line up behind me. Then one of the elves, she was all: "We're here to trade with you noble dwarves." I was all, "Just a minute bitch." I opened up the field guide, and read what it said.

"â€\[T]hey are not allowed within city limits without an escortâ€\!"

There it was in black-and-white, dude. All I needed to do was, like, read a tiny part of the first sentence I saw to realize that these guys are bad news. So I dropped my field guide and started reading the speech I had written on my arm just in case I had to do something like this.

I was all, "You dudes have trespassed on our territory, and in the name of Queen Datan Chewlance, Queen Urvad Fortressvoiced, and His Gaudiness King Erib Catchtowns, I sentence you all to death. (The elves started looking concerned at this point.) The path of the righteous dwarves is beset on all sides by the inequities of the selfish and the tyranny of evil dudes. Blessed are we who, in the name of charity and good will, shepherd the weak through the valley of the darkness, for we are truly our bro's keeper and the finder of lost children. And we will strike down upon you dudes with great vengeance and furious anger those who attempt to poison and destroy our brothers. (Then I raised my other arm and all of the crossbow guys loaded and aimed together; it was really neat and I'm pretty sure that the lady elf shit herself.) And you will know I am the Lord when I lay my vengeance upon you!" (I worked all night on that speech so I hope it's good.)

a Cacame Sabaesala, Elf Merc
b Mule
c Laci Adapiliquena, Elf Mer
d Yak Bull

Then I, like, brought down my arm and the crossbow guys all fired.

Yak Bull	Deceased
Laci Adapiliquena, Elf Merchant	Deceased
Mule	Deceased
Cacame Sabaesala, Elf Merchant	Deceased

Then I gave all the broskis with crossbows high-fives for a job well done; things could have REALLY gone to shit had I not been prepared. Then I picked out the stuff that we would throw into the volcano and which stuff we would save. Afterwards, I congratulated myself by tearing a bit of cloth of the the elves' clothing and stuffed it into my pipe to smoke; they make their clothing out of the good stuff.

Then suddenly the colonel, the broker, the manager, and that Ribbon dwarf came up and looked, like, really shocked. I thought they were at a loss for words regarding the great job I did at protecting the fort from invaders, but then I realized that they were jealous that I wasn't sharing and I gave them each a piece of cloth of their own.

I think I can cross "order a purge" off of my Criminal Mastermind Bucket List now.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 27, 2015, 08:32:43 pm**

That speech was genuinely amusing. Kudos.

Death to all Friends of Nature!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 27, 2015, 09:32:10 pm**

Quote from: cherry-hearts on July 27, 2015, 07:55:19 pm

I was all, "You dudes have trespassed on our territory, and in the name of Queen Datan Chewlance, Queen Urvad Fortressvoiced, and His Gaudiness King Erib Catchtowns, I sentence you all to death. (The elves started looking concerned at this point.) The path of the righteous dwarves is beset on all sides by the inequities of the selfish and the tyranny of evil dudes. Blessed are we who, in the name of charity and good will, shepherd the weak through the valley of the darkness, for we are truly our bro's keeper and the finder of lost children. And we will strike down upon you dudes with great vengeance and furious anger those who attempt to poison and destroy our brothers. (Then I raised my other arm and all of the crossbow guys loaded and aimed together; it was really neat and I'm pretty sure that the lady elf shit herself.) And you will know I am the Lord when I lay my vengeance upon you!" (I worked all night on that speech so I hope it's good.)

Sooo... gonna put this entire thing in the quotes repository.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 28, 2015, 01:28:47 am**

Overseer's Log, 25th Felsite 203:

I had to give the bossman (that's me, bro) a pat on the back when I saw all the unwanted Elven stuff and the Elven bodies tossed into the volcano; it's where that stuff belongs, man. Now that that threat is dealt with, I can continue working on my evil schemes and my duties as overseer to make this fortress look good and work nicely.

Now, I didn't have any animal bros when I was living in my plantation house, but I used to live in the Mountainhome, and believe me, there's nothing worse than a fortress full of animals. They just, like, take up space and do nothing. So, I've come up with a new policy: eat the animals.

Creatures Overall Training		
Status: Domesticated		
Creature		Owner
Stray Turkey Gobbler, ♂ <Tame>	D	Unavailable
Stray Turkey Hen, ♀ <Tame>	D	Ready for Slaughter
Stray Turkey Hen, ♀ <Tame>	D	Ready for Slaughter
Stray Blue Peahen, ♀ <Tame>	D	Ready for Slaughter
Erith Mörulakman, Cavy Sow, ♀ <Tame>	D	'Wolf', Marksdwarf
Stray Dog, ♀ <Tame>	DÄW	Unavailable
Stray Dog, ♀ <Tame>	DÄW	Unavailable
Stray Dog, ♀ <Tame>	DÄW	Unavailable
Stray Dog, ♂ <Tame>	DÄW	Unavailable
Stray Dog, ♀ <Tame>	DÄW	Unavailable
Stray Dog, ♀ <Tame>	DÄW	Unavailable
Bëmbul Äläthtuman, Cat, ♂ <Tame>	D	'Taupe', Sergeant
Sodel Bisekhesmar, Alpaca, ♂ <Tame>	D	Available
Stray Puppy, ♀ <Tame>	D	Ready for Slaughter
Zefon Tenshedmörul, Goose, ♀ <Tame>	D	Uucar Uutranshem, Weaver
Nish Udiligam, Cavy Pup, ♂ <Tame>	D	Uucar Uutranshem, Weaver
Stray Puppy, ♀ <Tame>	D	Ready for Slaughter
Stray Puppy, ♀ <Tame>	D	Ready for Slaughter
Stray Puppy, ♀ <Tame>	D	Ready for Slaughter
Stray Puppy, ♂ <Tame>	D	Ready for Slaughter
Stray Puppy, ♂ <Tame>	D	Ready for Slaughter
Oddom Ittäscog, Baby Alpaca, ♂ <Tame>	D	Sigun Gusilgisëk, Cook
Iden Stäkudsäkrith, Gander, ♂ <Tame>	D	Domas Elbeitulon, Trader
Stray Blue Peahen, ♀ <Tame>	D	Ready for Slaughter
Stray Turkey Gobbler, ♂ <Tame>	D	Unavailable
Stray Puppy, ♂ <Tame>	D	Ready for Slaughter
Stray Puppy, ♀ <Tame>	D	Ready for Slaughter
Stray Cavy Pup, ♀ <Tame>	D	Ready for Slaughter
Stray Goat Kid, ♀ <Tame>	D	Ready for Slaughter
Fiked Kûbukthol, Duckling, ♂ <Tame>	D	Erith Oddomsodel, Potash Maker
Ducin Sokanoddom, Blue Peacock, ♂ <Tame>	D	Iden Uvudkivish, Blacksmith
Stray Grizzly Bear, ♂ <Tame>	DÄ	Unavailable
Stray war Dog, ♀ <Tame>	DÄ	Work Animal
Stray war Dog, ♀ <Tame>	DÄ	Work Animal
Stray war Dog, ♀ <Tame>	DÄ	Work Animal
Stray war Dog, ♂ <Tame>	DÄ	Work Animal

The colonel said something a long time ago about the troops' equipment being insufficient or something, so I've decided that I might as well order some new leather armor, but we actually don't have a leather workshop anywhere. It's like, what the heck? I also want to install some better traps by the entrances, but when I brought up the idea, the crazy old bossmanâ€”Mr Frog, I thinkâ€”came running up to me yelling that "long trap hallways are against the ruuuuuuuuuuuules," and that "they made the game less fun." I think he's really lost it, but I don't want any crazy dude after my ass, so I'll just install a few big traps.

I decided to copy the full order I gave to the manager below, cause I'm a pretty efficient bossman dude.

Work Orders	Left	Validated
Glaze clay/stone craft	20/20	✓
Forge large, serrated iron disc	30/30	✗
Forge large, serrated iron disc	20/20	✗
Mint copper Coins	10/10	✗
Mint silver Coins	5/5	✗
Make leather armor	5/5	✗
Make leather hood	30/30	✗
Make leather cloak	30/30	✗

If we're going to make all this stuff, we're gonna need some more metal, so I guess there'll be some more mining.

Overseer's Log; 6th Hematite 203:

So, the animal trainers came up to me and told me some great news. They managed to train that grizzly bear that we won from the elves. That is totally awesome!

→An animal has become a Stray war Grizzly Bear.

So then I tell the animal trainers: "I'm taking this." Then I took it.

'Jef', Criminal Mastermind
"'Jef',"
Assign a trained animal:
Stray war Dog, ♀ <Tame>
Stray war Dog, ♀ <Tame>
Stray war Dog, ♀ <Tame>
Stray war Dog, ♂ <Tame>
Stray war Dog, ♀ <Tame>
Stray war Dog, ♀ <Tame>
Stray war Dog, ♀ <Tame>
Stray war Dog, ♂ <Tame>
Stray war Dog, ♀ <Tame>
Stray war Dog, ♀ <Tame>
Stray war Grizzly Br, ♂ <Tm>
Sâkzul Sacatkeskal, war Griz
"Sâkzul Dotshot"
Pet of 'Jef', ♂

From now on, whenever you mess with Jef, you mess with the bear.

Overseer's Log; 28th Hematite 203:

Woah! Where did that last month go? I mean, sometimes when I put my pipe to my mouth, time just kind of passes in a haze, but I swear it went by faster this time without too much happening. One thing's for certain, we're outgrowing our own fortress. We gotta expand man, and fast. I've ordered more sections to be dug out for stockpiles, but we NEED more miners if we want to even get THAT done. I mean, by mansion's not even ready yet.

Work Orders	Left	Validated
Forge iron pick	5/5	✗

What we need are more picks so that I can get some guys who aren't really doing anything to start digging. Hopefully, that stuff can all just happen before the end of the year.

I've been away for the last two days, looks like some interesting stuff happened.

Diary of Noel Logemsedur, bookkeeper of Clobbermountains

23rd of Felsite, year 203

I grew up in some dwarven hillocks and my parents were farmers. They always said bad things about the the mountain folk, that they lose sight of reality after spending so many years underground, that they are proud and feel invincible, which leads them to acts of folly. They bury their heads in the sand and believe not what is true, but what is comfortable. However, for us young people the mountainhalls were the coolest places ever, places where you could escape the monotony of rural life and where you could make yourself a name. I left home after a famine ravaged our lands. I had enough of misery and hunger and decided to seek my fortune elsewhere. The hillocks were the wrong place for me and my wife. We heard rumors about a new outpost called Clobbermountains and thought we could be part of the pioneers working on creating a great, strong fortress who would without a doubt become famous. And I longed for a more intellectually challenging line of work than farming. This my third year in Clobbermountains. I lost my wife, some teeth and all of my initial optimism. Yesterday the new Overseer ordered the death of a few tree-huggers who came to trade. Because that's what we need: more enemies trying to kill us. My parents are yet again being proven right.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 28, 2015, 02:03:56 pm**

tbh it might have been a better idea to leave the animals alive, as I'm pretty sure they can be targetted by banshee screams instead of dwarves and so can absorb some of the damage should we be unable to get rid of a raiding party in time for whatever reason.

If you really have a hard-on for traps then cage traps are totally acceptable and will provide us with live test subjects for mutant warfare.

E: Also, upright spike traps still work on Spawn, so that may be a worthwhile addition to chew up their ranks a bit. Again, though, let's not go too crazy with them; IIRC Spearbreakers managed to completely-trivialise Spawn attacks by making a long spikey bridge surrounded by a sheer drop onto more spikes :V

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 28, 2015, 02:41:38 pm**

Quote from: Mr Frog on July 28, 2015, 02:03:56 pm

E: Also, upright spike traps still work on Spawn, so that may be a worthwhile addition to chew up their ranks a bit. Again, though, let's not go too crazy with them; IIRC Spearbreakers managed to completely-trivialise Spawn attacks by making a long spikey bridge surrounded by a sheer drop onto more spikes :V

Yeah, but it took a monstrous amount of metal spikes/spears, and even that tended to not always work. Hell, it was never even fully finished and more than a few spawn had to be met up close to polish them off (we only ever got a third of the spikes we needed on the bottom level, and the drop wasn't even far enough to kill them outright.) It'd take years of mineral scouting for the iron, copper, and silver we'd need for the spikes, actually smithing said spikes, and multiple mechanics to get that done in a reasonable capacity.

As to animals, it would've been smarter to keep the dogs for mutant testing, or at least letting them grow to full size for more meat and such.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 28, 2015, 06:28:42 pm**

Quote from: Splint on July 28, 2015, 02:41:38 pm

Yeah, but it took a monstrous amount of metal spikes/spears, and even that tended to not always work. Hell, it was never even fully finished and more than a few spawn had to be met up close to polish them off (we only ever got a third of the spikes we needed on the bottom level, and the drop wasn't even far enough to kill them outright.) It'd take years of mineral scouting for the iron, copper, and silver we'd need for the spikes, actually smithing said spikes, and multiple mechanics to get that done in a reasonable capacity.

'K. You probably remember it better than I do, lol. So, uh, yeah, go nuts with the spikes if you want as long as they don't have to wander through like 20 tiles of them to reach the fort. Hahaha.

I also remember that the spike-bridge was responsible for at least one friendly death, so there's that too.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 28, 2015, 06:50:14 pm**

Quote from: Mr Frog on July 28, 2015, 06:28:42 pm

Quote from: Splint on July 28, 2015, 02:41:38 pm

Yeah, but it took a monstrous amount of metal spikes/spears, and even that tended to not always work. Hell, it was never even fully finished and more than a few spawn had to be met up close to polish them off (we only ever got a third of the spikes we needed on the bottom level, and the drop wasn't even far enough to kill them outright.) It'd take years of mineral scouting for the iron, copper, and silver we'd need for the spikes, actually smithing said spikes, and multiple mechanics to get that done in a reasonable capacity.

'K. You probably remember it better than I do, lol. So, uh, yeah, go nuts with the spikes if you want as long as they don't have to wander through like 20 tiles of them to reach the fort. Hahaha.

I also remember that the spike-bridge was responsible for at least one friendly death, so there's that too.

I actually dunno if we even finished the thing's top parts for that matter. (I think we got all but the last 5-8 or so tiles.)

And yes, Sus met his end. Pretty sure the actual death was due to hitting the ground head first. After dodging the last patch of spikes or something.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 28, 2015, 06:59:03 pm**

Spoiler: A Secret Letter (click to show/hide)
[the letter is crumpled; it had obviously been treated rather roughly, a fact uncharacteristic of the authour]

As always, I hope this message finds you all well. The second Overseer is turning out to be precisely what this outpost needs to become a sufficient irritant. He is precisely as violent as we anticipated. ...Yes, very violent indeed. Militarisation is proceeding apace; though there was doubt at first, this outpost will certainly take a great deal of effort to erase from the map. Quite excellent. With any luck, this should escalate to all-out war within two years, four at most. As always, Blush's schemes are impeccable. I am unsure who will be Overseer next; for a while, the smart money was on the brewer girl, but she seems to have nixed it recently for personal reasons, so it is up in the air who will be selected. Hopefully it will be someone competent.

Something that concerns me is that some of our friends in the capital have gone missing. I suspect foul play, although it is beyond me how they could have been caught... My instinct tells me that *she* is involved. There's something rotten about that woman, lovely as she may be despite her years. I'd recommend getting Coin's group to investigate.

-- Herpes

(Probably should have written this during Splint's turn when it was relevant, but I didn't for some reason. Oopsie-doodles)

E: Changed a name, since it had implications I didn't intend.

Overseer's Log; 1st Malachite 203:

So, the colonel came up to me today to yell at me about something. I think it had to do with me ordering most of the animals to their deaths, but I really don't remember—I was pretty high at the time. It kind of bothers me that he thinks he can be a backseat-overseer; I've got the book, so I make the decisions, dude.

Speaking of ordering animals to their death, some puppies were born today. I've got to get them dealt with ASAP.

Stray Puppy, ♀ <Tame>	D	Ready for Slaughter
Stray Puppy, ♂ <Tame>	D	Ready for Slaughter
Stray Puppy, ♂ <Tame>	D	Ready for Slaughter
Stray Puppy, ♂ <Tame>	D	Ready for Slaughter

Talk about fresh meat, bro!

Overseer's Log; 4th Malachite 203:

I only just now noticed that the dudes in this fortress have elected their first mayor. Neat, but I'm not really into politics myself; I just want to know what he wants.

mayor	Kumil Erushrëri th , mayor	[REQUIRE][DEMAND][MANDATE]
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Owned Objects: 10	
Holdings:	<div><div>No Office Modest Quarters No Dining Room 1 Chest 2 Cabinets No Weapon Racks No Armor Stands</div><div>Needs: Decent Office Needs: Decent Quarters Needs: Decent Dining Room Needs: 2 Chests Needs: 1 Cabinet Needs: 1 Weapon Rack Needs: 1 Armor Stand</div></div>
Mandates:	Export of amulets Prohibited

I gave him the sweet suite near my future mansion, but apparently that's not enough because he doesn't have an armor stand—what a fussy guy.

No Armor Stands	Needs: 1 Armor Stand
-----------------	----------------------

Oh well. I mean, it's not like making an armor stand is THAT much of a problem.

Overseer's Log; 15th Malachite 203:

MORE migrants!

→Some migrants have arrived.

Meh, whatever.

Overseer's Log; 19th Malachite 203:

A ton of those migrants had TOTALLY useless skills, so I kinda asked a bunch of them to just be miners instead. That means we need even more picks.

Forge copper pick	5/5	X
-------------------	-----	---

I'm pretty sure copper works as well as iron.

Overseer's Log; 12th Galena 203:

Disaster has struck dude! One of those clouds blew in the worst place at the worst time, and four—count 'em—four dwarves have turned! Even the mayor!

Urdin Oddomzareth, Dwarf Woodcrafter mutant	Opposed to life
Luge, Forgotten Beast	Uninvited Guest
Iden Ietóthdomas, Dwarf Bone Carver mutant	Opposed to life
Feb Borushnish, Dwarf Woodcrafter mutant	Opposed to life
Kumil Erushrëri th , Dwarf Planter mutant	Opposed to life

I guess his term ended early, if you know what I mean. Crashmaster was elected to replace him, the popular dude that he is.

I gotta wait until the cloud's gone before I send out the colonel; we don't want any soldiers going all freaky on us. In fact, ImageDeo, the sarge, just barely dodged the clouds.

Overseer's Log; 17th Galena 203:

A couple of goblin squads came to try and ambush us, but—get this—they walked right into the cloud! The one's that didn't turn right away started fighting, and one of the mutants got brought down—we'll loot the body later. Once all of them turned into monsters, they just left. Neat, huh? There were also a few thieves, but they got scared off.

Overseer's Log; 24th Galena 203:

So, the whole business with the mutants is over, because they're all dead. The troops also spotted three of those kobold guys and killed two and told the third to bugger off. There was also this really weird thing that happened where a goblin snatcher guy came, but HE was one of those freaky guys. He killed one of the sword ladies' babies and stuffed it in his sack, and he got away before we could catch him. Bummer.

All the soldiers are pretty unhappy right now, so I'm going to have their barracks smoothed and engraved to cheer them up.

Also there are humans so we should probably trade.

OOC: A very productive season has ended in a somewhat pyrrhic victory, and now a lot of the soldiers are unhappy. Worst case scenario is I discharge the soldiers that throw tantrums and lock them somewhere where they can't hurt anyone.

Also, the engravers are refusing to engrave any slabs, even though we have several. What's the deal?

The craftsdwarf shop sharing the room with the masons is stockpile linked for stonecrafting. Use the other one.

EDIT: As to the soldiers, find someone to start cooking stuff outta the food the humans brought if you can. I bet some high quality meals

will help perk the boys and girls up.They'll get over having to waste four unfortunates. Speaking of, who got the kills on them? Cause this is gonna make for some good journalin'.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 28, 2015, 08:04:49 pm**

Overseer's Log; 1st Limestone 203:

A bunch of angry-looking soldier guys came up to me with their weapons drawn and some rope in their hands tied in a loopy shape and they were all like "where's the food Jef?" I was all "I dunno what you mean," but then they just got angry and pointed their weapons at my throat and said, like, "we want the good food" and stuff like that. Also they don't have backpacks and flasks to carry food, so I was all "I think I can make some arrangements."

Kitchen
Prepare Lavish Meal R

Forge gold Flask	30/30	X
Forge gold Flask	20/20	X
Make leather Backpack	30/30	X
Make leather Backpack	20/20	X

That seemed to make them calm down a little. The soldiers have all been a little on-edge lately, and I hear that one of them—Sazir, I think—has been starting fist fights. They all need to chill out.

- @Splint:
- Mikethete killed Iden Loneguilds
 - Taupe killed Feb Raketrades
 - MistÃ³m Chancetheater killed Kumil Handlechaoses, our first mayor
 - Ber Bustwheels killed Urdim Cloiserdesert
 - Sazir Boltlucid killed two kobolds

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 28, 2015, 08:09:14 pm**

My question is what on earth a bunch of crafters and a planter-cum-mayor were doing outside :V

Snatcher/thief AI is really weird and tends to clash with other things. I remember I had to turn Building Destroyer off on the Spawn because it kept breaking the thief's AI.

Quote
Once all of them turned into monsters, they just left. Neat, huh?

I don't know if that's "normal" for undead-ified enemies or if I legitimately fucked something up with the raws (i.e. if it's Toady's fault or my fault)

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **zacen299** on **July 28, 2015, 08:31:09 pm**

It seems like most of modding this game is trying to figure out what crazy thing you need to do to make the A.I actually barely function. I'm probably over exaggerating but hey.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 28, 2015, 08:35:47 pm**

Quote from: [zacen299 on July 28, 2015, 08:31:09 pm](#)
It seems like most of modding this game is trying to figure out what crazy thing you need to do to make the A.I actually barely function. I'm probably over exaggerating but hey.

Only if you try to go far outside what vanilla DF does, obviously, but yes -- the big question when modding, after "did I fuck up the tags", is always "will this make the game spazz out". Although, I don't think the mutant ambushers leaving the map was my fault, as I did a bit of searching and quickly found a couple (<http://www.bay12forums.com/smf/index.php?topic=34430.msg5137027#msg5137027>) posts (<http://www.bay12forums.com/smf/index.php?topic=104003.msg3075075#msg3075075>) which appear to be describing similar occurrences with vanilla husks.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 28, 2015, 08:36:58 pm**

Probably counts them as "routed" unless there's a valid target in sight.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 28, 2015, 08:46:57 pm**

Quote from: [Splint on July 28, 2015, 08:36:58 pm](#)
Probably counts them as "routed" unless there's a valid target in sight.

That's honestly what happens probably, although that also implies a larger problem where crazed/opposed-to-life units with special AI still follow said AI instead of properly sloughing off to go kill things like they should. That also happens with the thieves, as we saw -- they continue on swooceing into your fort to steal things despite the fact that they're supposed to be zombies :V

E: I also got that with a caravan during testing where the turned caravaneers would just leave after slaughtering everything nearby :V Methinks either getting turned or the ensuing fight triggered the "Hey, that was rude! We're leaving!" behaviour. I'm curious as to whether they would have attempted to set up shop at the depot had I had one and had they reached it unmolested.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 28, 2015, 08:52:28 pm**

My guess? No.

But at least they do lash out at anything nearby before fucking off. :)

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 28, 2015, 08:54:46 pm**

Quote from: [Splint on July 28, 2015, 08:52:28 pm](#)

My guess? No.

But at least they do lash out at anything nearby before fucking off. :)

Yeah, I guess.

I actually think they *would* attempt to set up shop provided they had somehow managed to not get in a fight up to that point. Thieves still do everything they're programmed to do if they're mutated, so I don't see why caravanners wouldn't.

I think this calls for SCIENCE. Later. When I feel like it.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**

Post by: **zacen299** on **July 28, 2015, 09:05:19 pm**

That would be a sight to see, probably still wouldn't be the oddest thing I've seen. On another note (and probably one that doesn't need to be said), great fort thus far. I can hardly wait to see the stupid mutant weaponization you actually do end up using, and to see it inevitably blow up in your face somehow.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**

Post by: **TheBiggerFish** on **July 28, 2015, 09:09:12 pm**

Quote from: Mr Frog on July 28, 2015, 08:54:46 pm

Quote from: Splint on July 28, 2015, 08:52:28 pm

My guess? No.

But at least they do lash out at anything nearby before fucking off. :)

Yeah, I guess.

I actually think they *would* attempt to set up shop provided they had somehow managed to not get in a fight up to that point. Thieves still do everything they're programmed to do if they're mutated, so I don't see why caravanners wouldn't.

I think this calls for SCIENCE. Later. When I feel like it.

You mean !!SCIENCE!!, right???

SCIENCE FOR THE SCIENCE GOD!

RESULTS FOR THE RESULTS THRONE!

THEORIES FOR THE THEORIES SOUP AND CRACKERS!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**

Post by: **Mr Frog** on **July 28, 2015, 09:19:13 pm**

Quote from: zacen299 on July 28, 2015, 09:05:19 pm

That would be a sight to see, probably still wouldn't be the oddest thing I've seen. On another note (and probably one that doesn't need to be said), great fort thus far. I can hardly wait to see the stupid mutant weaponization you actually do end up using, and to see it inevitably blow up in your face somehow.

If, by the end, we don't have a full-blown concentration camp that we imprison unneeded migrants and children in for them to be turned into disposable cannon fodder, I may in fact cry. Don't make me cry, people.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**

Post by: **TheBiggerFish** on **July 28, 2015, 09:22:28 pm**

Quote from: Mr Frog on July 28, 2015, 09:19:13 pm

Quote from: zacen299 on July 28, 2015, 09:05:19 pm

That would be a sight to see, probably still wouldn't be the oddest thing I've seen. On another note (and probably one that doesn't need to be said), great fort thus far. I can hardly wait to see the stupid mutant weaponization you actually do end up using, and to see it inevitably blow up in your face somehow.

If, by the end, we don't have a full-blown concentration camp that we imprison unneeded migrants and children in for them to be turned into disposable cannon fodder, I may in fact cry. Don't make me cry, people.

Do not make Mr Frog sad. You will not like him when he's sad.

It will end badly.

((Where's that old set of pictures of your avatar moods, anyway? Should be in SB somewhere...))

((This is why I read the thread instead of the IParchive whatever. The off-topic is just as important as the on-topic.))

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**

Post by: **Crashmaster** on **July 29, 2015, 01:15:18 am**

Crashmaster's Accounting of the End
Ledger A

It's said that some dwarves can sense their own impending doom and become compelled to record the mad, gory descent into oblivion. So I guess I'll get started then. Not surprisingly there are quite a few others carrying journals around here these days.

Life should have been long and simple as a weaponsmith, but his Gaudiness wanted excellent beds and for reasons unexplained he wanted said beds from yours truly. Yeah, me, and not iron beds made of swords like what would seem logical but actual wo-ugh,... w-ugh,... wo-od ones.

I felt the doom when I overheard it was my neck on the line over the beds no one was making but I resisted and taught myself to make the damned things well enough in time to satisfy the mandate. And that's where I elfed it all up. I would have stood a chance at surviving a jail term but working outside of orders and misappropriating resources got me landed in this outpost of the damned. Worst of all I'm officially a carpenter now.

Other then some time spent at the forge here everything only ever gets worse. The first guy in charge rides me like a sonovacrundle all mothersporeing year. Finally get out from under his thumb and find from the new guy, Flint, we need more weapons (that's good) because we are beset by murderous, grotesquely-enlarged and misshaped wildlife and quite possible soon some of our brethren (that's bad).

It seemed it couldn't but this year's been worse, there's a planter running things now, seems almost sober-ish most times. Good foreign policy though. As broker I only had to meet with him once. He couldn't recall my name, I told Jet not to worry, not many dwarves know me as I had been keeping a low profile and generally looking busy since being nearly worked to death by Mr.Fog but Jet here takes the meaning all wrong and the meeting to the halls and is soon introducing me as Crashmaster to what seems like every dwarf in the fortress. Not my thing but what harm could come I asked the doomy feeling intensifying in my stomach.

Not four months later when the question was asked who would replace the hideously deformed mutant freak-bag of a mayor the name Crashmaster was fresh on many minds.

And so book, there it is, I am not just doomed, but a doomed noble, a cure-able nobility maybe, but I fear I see the next step down into madness already, I have feared it since those awful beds, to horrible, to shameful to bear, making an artifact out of wo-ugh,...

[stains]

[/stains]

Post by: **cherry-hearts** on **July 29, 2015, 01:35:32 am**

@Crashmaster: lel at the irony that Crashmaster can't correctly remember Jef's name.

Post by: **Monitor Lisard** on **July 29, 2015, 02:34:10 am**

...Truly, we cannot ignore this opportunity. His Gaudiness' orders literally run the whole country, they're transmitted by caravans, carriers and signal detachments. Whereas the latter is difficult to intercept, the former two still remain the most popular means of communication... In the last couple years, the situation changed completely. We're slowly getting surrounded by S---n. Bandits and rebels roam the land. Caravans can travel safely no more... In order to protect the caravans and runners, and to make sure that the right orders reach their destination, we're establishing a new military squad, Grey Order. It consists mostly of His Excellence' recon units and human mercenary knights (they're stupid but brave, that's helpful). This squads will support the caravaneers and conduct searches in the name of his Excellence (we've obtained the required documents already). By this, we will be able to control all the major trade routes... and the means of communication.

...An angry mob with torches ravaged through the mayor's manor, beat him and his family almost to death and reached to the main square, chanting "Death to the traitor!" and "Glory to the king!". The guards were present, but didn't do anything. Good.

...News from Clobbermountains. They got hit by a "cloud". About four dwarves turned, and the military started to riot. Good thing our agent is still alive, they'll keep us informed."

Post by: **Splint** on **July 29, 2015, 02:56:28 am**

Galena - Specific dates unknown, ask someone later.

The Cloud claimed four more. Did something different. Warped them, but they were... Quiet, I guess. Sounded like they had a plague doctor's mask on. Told Dastot, says it was probably swelling and the strange growth on their necks causing that.

Three craftsmen and a Farmhand. Four killed. Morale tanked as a result of course, but at least that one jerk can't impose himself as mayor when he's in a stone box. Way I heard it this Kumil git said "You know what, I bet they need a Mayor!" And boom. Apparently he was mayor then. Fuck him. Deserved it. Not the other three though.

Having to put down four dwarves, in addition to that goblin murdering Sazir's child... It was her own fault for not leaving the poor kid with one of the crafters, but I can't tell her that. She'd probably kill me in my sleep right now if I did. Regardless, I'm just glad they didn't do anything drastic. Yesterday they'd gone to Jef after daily drills and made some demands regarding their treatment. It was all ImagoDeo and Wolf could do to keep them from going down there with lethal intent. Couldn't have picked a worse time to use the restrooms, but I doubt I could've done much better than those two did.

At any rate, Jef's promised to issue us some new flasks and field packs to carry rations, and even offered to have the barracks spruced up some to try and lift the Militia's spirits! He's not the best person for this job, but he's at least doing right by the crafters (what with the expansion of non-military industries and picking up where I left off with medical supplies for the whole fort,) and military (what with the swanky new flasks and packs.) He's even making sure the dig team has the hands it needs to get any major mining projects done!

That's good enough for me I suppose.

Taking guesses for fun if anyone's getting the reference I'm making regarding The Cloud's latest victims.

Post by: **cherry-hearts** on **July 29, 2015, 03:46:01 am**

Overseer's Log; 7th Limestone 203:

DUDE! That angry sword lady got went crazy today! She was babbling about her baby, or some shit like that, then she just started attacking the human guards!

She went down pretty quickly though. She managed to hurt a couple people, but that whip guy just knocked her brains out; that's gotta hurt. I apologized to the humans and they seem pretty chill about it. I guess this sort of shit happens often enough, or they wouldn't bring guards in the first place.

Overseer's Log; 10th Limestone 203:

Those dogs just keep making puppies.

→ Stray war Dog (Tame) has given birth to puppies.

Well, c'est la vie, or whatever. I kinda like the taste of 'em anyway.

Overseer's Log; 12th Limestone 203:

So, today's the day when we were going to trade with the humans, right? Well, since Crashmaster's both the broker AND the mayor, I thought I'd be nice and do the trading myself.



Yeah, it was pretty neat. I traded some of our neat stuff for some of their neat stuff, and everyone left happy.

Oh yeah! Two puppies were also born today so I ordered them to be put to death.

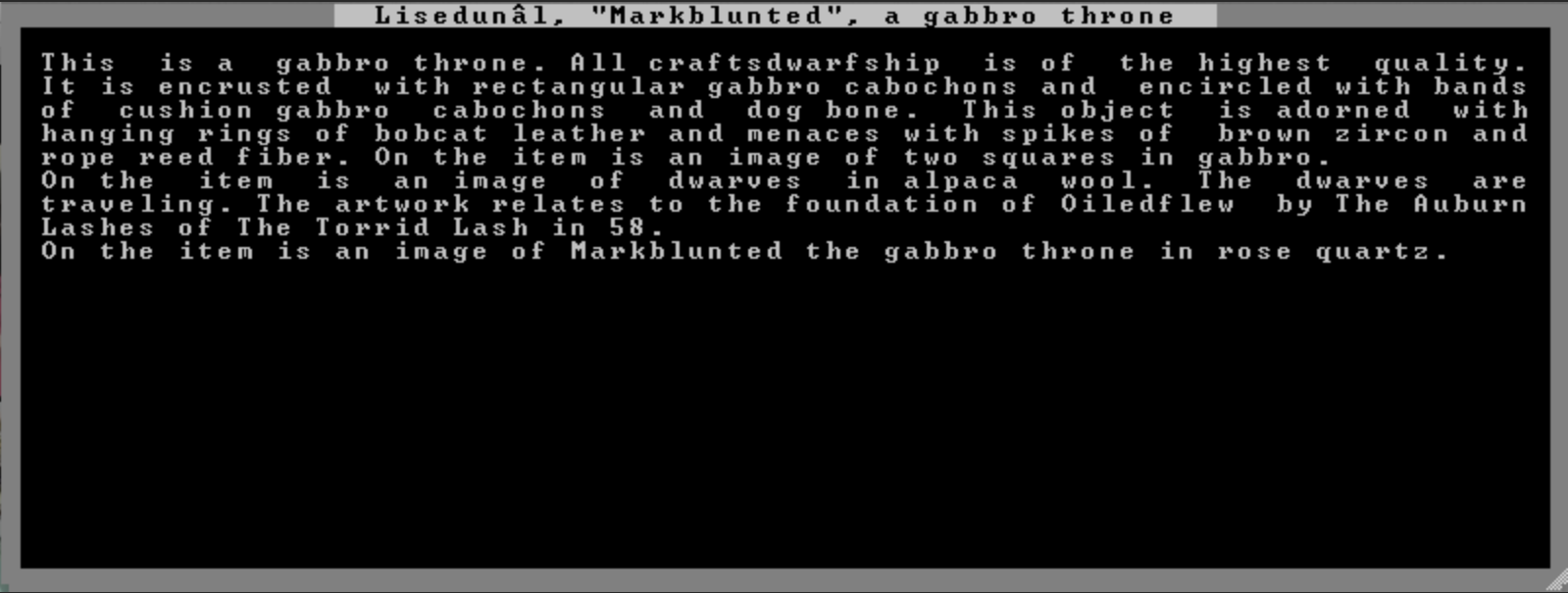
Overseer's Log; 16th Limestone 203:

New artifact bro!

Amost Olonèrith, Wood Burner has created Lisedunâl, a gabbro throne!

Press Enter to close window

Weight: 87ΓBasic Value: 39600*



This is TOTALLY going in my personally study once my mansion is finished!

OOC: Will post some interesting engravings later today if there are any.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 29, 2015, 04:13:39 am**

Well shit, guess Sazir didn't take the whole dead baby thing too well, did she?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 29, 2015, 11:29:26 am**

So we have a throne upon which is engraved a perfect replica of said throne...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 29, 2015, 02:27:08 pm**

Quote from: cherry-hearts on July 29, 2015, 03:46:01 am

Overseer's Log; 7th Limestone 203:

DUDE! That angry sword lady got went crazy today! She was babbling about her baby, or some shit like that, then she just started attacking the human guards!

Sazir Alâthekir, Swordsdwarf cancels Seek Infant: Went insane.
→Sazir Alâthekir, Swordsdwarf has gone berserk!

Spoiler (click to show/hide)



How likely do you think it is that this is going to turn into a military tantrum spiral and Splint's not gonna live to see his next term?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 29, 2015, 02:37:20 pm**

Overseer's Log; 20th Limestone 203:

The humans packed up their stuff and said that they were going to head out today. I wish they had some time to just stick around and chill for a while, maybe have a smoke or something, but I guess they've got stuff to do. I do hope that they don't run into any clouds.

Meanwhile, I've ordered the traps installed near the depot entrance. I'm not going to go too much further as far as traps go, because that Frog guy'll have my ass if he sees too many traps.

I've also ordered just about every workshop into overdrive, cause work seems to helps people, like, chill out sometimes. It also makes more good stuff for the fortress.

Overseer's Log; 3rd Sandstone 203:

Another one of those goblin guys that went all freaky came for more children. It's too bad that she decided to look for children in the barracks.



Page 1/1

Dwarf Fortress

3rd Sandstone, 203

The flying <*llama bone bolt*> strikes The Goblin Thief mutant in the upper body, tearing the muscle, chipping the right true ribs and tearing the heart through the <phantom spider silk cloak>!
A major artery in the heart has been opened by the attack!
A tendon in the right true ribs has been torn!
The Goblin Thief mutant gives in to pain.
The Goblin Thief mutant falls over.
The flying <chestnut bolt> strikes The Goblin Thief mutant in the right upper leg, chipping the bone through the <troglo-dyte leather trousers>!
The flying <water buffalo bone bolt> strikes The Goblin Thief mutant in the left hand, chipping the bone through the <giant cave spider silk left glove>!
An artery has been opened by the attack, a ligament has been torn and a tendon has been torn!
The Goblin Thief mutant loses hold of the <large iron dagger>.
The Colonel stabs The Goblin Thief mutant in the head with his -iron spear-, tearing the muscle, shattering the skull and tearing the brain through the <giant toad leather hood>!
A tendon in the skull has been torn!
→The -iron spear- has lodged firmly in the wound!

z: Zoom to location

Announcement Date: 3rd Sandstone, 203

Disaster averted dudes! Dump her in the volcano and call it a day.

Overseer's Log; 4th Sandstone 203:

So, there was kinda a minor cave-in at the construction site of my mansion today.

→A section of the cavern has collapsed!

It was nothing major, really, and no-one got hurt badly. Still, I don't think it'll do well for the mind-set of some of the really uptight guys here. People are just really on-edge lately; another one of the soldier guys went insane just yesterday, though he's acting funnier than the last crazy soldier.

Rigðth Onoltomus, Farmer
"Rigðth Mountainshoves"
Running around babbling!, ♂

I think I'll just let him hang out.

Overseer's Log; 15th Sandstone 203:

Well, this is JUST GREAT! Another one of those clouds comes along, and I tell people to get inside, but they just DON'T LISTEN! One of the sarges was running outside, and I was all "bro, you need to get inside" and I ordered him to go to the hospital. But he was all, "bro, I need to get something," and he ran right into the cloud.

Great Horned Owl mutant	Opposed to life
Python mutant	Opposed to life
Pond Grabber	Wild Animal
Luge, Forgotten Beast	Uninvited Guest
Besmar Stukosnakth, Dwrf Mtlsmth mtnt	Opposed to life
'ImagoDeo', Sergeant mutant	Opposed to life

I'm just gonna lock the door this time. Eventually, I'll send the colonel out, or something, but for now, I just need a smoke.

Overseer's Log; 16th Sandstone 203:

The metalsmith mutant dude was crushed when we raised the drawbridge. There's, like, totally nothing left of him at all. Cool.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **July 29, 2015, 03:45:28 pm**

This smoke screws the fortress at the speed of sound wind. Gas masks, anyone?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 29, 2015, 04:13:19 pm**

What I wanna know is why they were outside at all.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 29, 2015, 04:29:11 pm**

Quote from: Splint on July 29, 2015, 04:13:19 pm

What I wanna know is why they were outside at all.

That's what I was wondering. I do know that there's a bug in 34x (at least; not sure if it's still in 40x) where soldiers would occasionally loiter around the spot they were last stationed at, but that doesn't explain why the metalsmith, the mayor, and all those crafts-dwarves were doing outside. I've never had a dwarf ignore a burrow restriction (from the military screen; manually assigning them to the burrow tends to get ignored for a week or so in my experience) or take a job that would take them outside the burrow; hell, it's getting them to shut up about the damn job cancellations that's the hard part :V

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **TheBiggerFish** on **July 29, 2015, 04:33:05 pm**

Quote from: Taupe on July 29, 2015, 11:29:26 am
So we have a throne upon which is engraved a perfect replica of said throne...

Recursive recursive recursive recursive recursive recursive *carries on to infinity*

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 29, 2015, 04:38:33 pm**

Quote from: Mr Frog on July 29, 2015, 04:29:11 pm
Quote from: Splint on July 29, 2015, 04:13:19 pm
What I wanna know is why they were outside at all.

That's what I was wondering. I do know that there's a bug in 34x (at least; not sure if it's still in 40x) where soldiers would occasionally loiter around the spot they were last stationed at, but that doesn't explain why the metalsmith, the mayor, and all those craftsddwarves were doing outside. I've never had a dwarf ignore a burrow restriction (from the military screen; manually assigning them to the burrow tends to get ignored for a week or so in my experience) or take a job that would take them outside the burrow; hell, it's getting them to shut up about the damn job cancellations that's the hard part :V

Those craftsddarves and the first mayor were the ass end of a migrant wave and were supremely unlucky.

We may need to get the patrol duty script to fix thier bad thoughts, because that's clearly the primary problem, and we really can't afford to leave them off-duty.

I'm sincerely worried about taking out ImagoDeo, cause I'm pretty sure he has a full suit of armor, and with the ammo we have, I dunno if the Marksddwarves could incapacitate him.

As to prevention, and do *not* say my dwarf said this, a burrow alert could have potentially averted losing at least one valuable worker and a passable soldier.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 29, 2015, 05:07:06 pm**

Even if ImagoDeo is a mutant, he's still weak to magma if all else fails. Plus, he's wearing iron armor, so we wouldn't even be wasting metal.

E: On second thought, luring him into the magma would be difficult...

E2: Why not see if we can get him to kill Luge for us? Either way, one of our problems gets solved.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 29, 2015, 05:35:30 pm**

Quote from: Mr Frog on July 29, 2015, 05:07:06 pm
Even if ImagoDeo is a mutant, he's still weak to magma if all else fails. Plus, he's wearing iron armor, so we wouldn't even be wasting metal.

E: On second thought, luring him into the magma would be difficult...

E2: Why not see if we can get him to kill Luge for us? Either way, one of our problems gets solved.

Can the clouds be kept somewhere reliably, or do they just vanish after a while even when inside? Because we could actually create a sort of antechamber where we throw gear from a hole, send useless migrants there, have them equipped with decent-ish gear, and unleash them against any cavern monster we come across.

E: Wait I guess it makes more sense to equip them BEFORE we send them to the magical chamber of happenstances.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 29, 2015, 05:48:26 pm**

I'll be honest, I'm against deliberately (we may as well be,) killing our own people. All these deaths this year are going very negatively affect replacement rates for losses at this rate.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 29, 2015, 06:36:55 pm**

Overseer's Log; 28th Sandstone 203:

Migrants are coming, so I gotta find a way to get them inside without issue, cause the monster sarge is still out there. I'm having the troops guard the main entrance, which I unlocked so that they can all just slip in and call it a day. I'll be inside, safely smoking and hoping that all goes well.

Overseer's Log; 8th Timber 203:

The migrants are all safe inside; no-one got hurt. Thanks to the totally awesome suppressing fire given by the crossbow guys, ZombieDeo got the hint to piss off whenever he got too close. Now we're all cozy inside the fortress, which I've locked down. No-one gets in; no-one gets out.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 29, 2015, 09:43:16 pm**

Quote from: cherry-hearts on July 29, 2015, 06:36:55 pm
Overseer's Log; 28th Sandstone 203:

Migrants are coming, so I gotta find a way to get them inside without issue, cause the monster sarge is still out there. I'm having the troops guard the main entrance, which I unlocked so that they can all just slip in and call it a day. I'll be inside, safely smoking and hoping that all goes well.

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The migrants are all safe inside; no-one got hurt. Thanks to the totally awesome suppressing fire given by the crossbow guys, ZombieDeo got the hint to piss off whenever he got too close. Now we're all cozy inside the fortress, which I've locked down. No-one gets in; no-one gets out

So we aren't even three years in and we are now literally being laid siege by one of our own dwarves. This is beautiful.

It'd be hilarious if ZombieDeo takes out a siege for us :V

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 30, 2015, 03:58:24 am**

Overseer's Log; 15th Timber 203:

I was having a smoke by the drawbridge, leaning right against so I could kinda hear some of the stuff that was going on outside. It might have been my imagination, but I thought I heard a faint laugh of victory, as if someone just, like, won the lottery or something.

A thief has stolen a +iron battle axe+!

Then I heard, like, this faint battle cry and some marching. But after that, I heard the sound of those freaky clouds moving around, and I think I heard a brief struggle or something, but it might have just been my imagination. In any case, whatever I heard, it sounded like it just shuffled away.

Overseer's Log; 17th Timber 203:

I'm DEFINITELY hearing something going on outside! It sounds like a group of those creepy ladies is fighting ZombieDeo!



I can hear the sound of his armor, and it sounds like he's screaming pretty loudly. I'm sure he'll give them what for with his weapon.

Overseer's Log; 19th Timber 203:

So, I heard some guys that didn't sound freaky calling for us, so I opened the door and some merchants came into the depot. There weren't as many as I had expected; they didn't have wagons, just the guys leading animals. I asked them what was up, and they said that when they showed up, our fort was all locked up, so most of the merchants took that as an excuse to get as far away from here as possible as soon as possible. I really gotta admire these guys that stuck around; I don't really remember who ordered the doors locked up, cause I'm feeling a little hazy, but when I figure out who it is, I'll have his ass.

I asked the merchants how our zombie friend is doing, and they said that he had been running away from the weird screamo ladies in terror for a while, and that they eventually killed him.

The Banshee Spearman stabs The Sergeant mutant in the head with his <copper spear>, tearing the muscle, shattering the skull and tearing the brain through the <phantom spider silk hood>! A tendon in the skull has been torn!
→ 'ImagoDeo', Sergeant mutant has been struck down.

Shoot, and he was, like, really cool.

They also say that the ladies are attacking this year's liaison, so I ordered the troops to go and rescue him.

Overseer's Log; 22nd Timber 203:

Well, that didn't REALLY go according to plan. I mean, we managed to kill one of their thieves, and most of their squad, but they also managed to kill the liaison. I told the merchants that we'd bury him as if he was one of us, and they, like, shrugged their shoulders in response; I think that means "go for it."

OOC: So, one squad of banshees was completely mutated, so they left. The next squad killed ImageDeo and the liaison for this year; most of them were killed by the militia. I don't think these mutants are as vicious as they're supposed to be.

No liaison means we're not gonna be a barony this year. :^(

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 30, 2015, 04:01:26 am**

Huh, guess we don't have the armor to outfit everyone. Might uh... Wanna take care of that. my concerns were for naught.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 30, 2015, 02:22:53 pm**

Overseer's Log; 1st Moonstone 203:

It's Winter! That means it's gonna get a little bit more chilly and stuff; good thing we have the heat of the volcano to keep us warm. It also means that I have only one season left to do stuff, so I better do the right stuff, and I'm not talking about space exploration (get it?).

I've made a list of what I hope to accomplish this season, from the highest to the lowest priority:

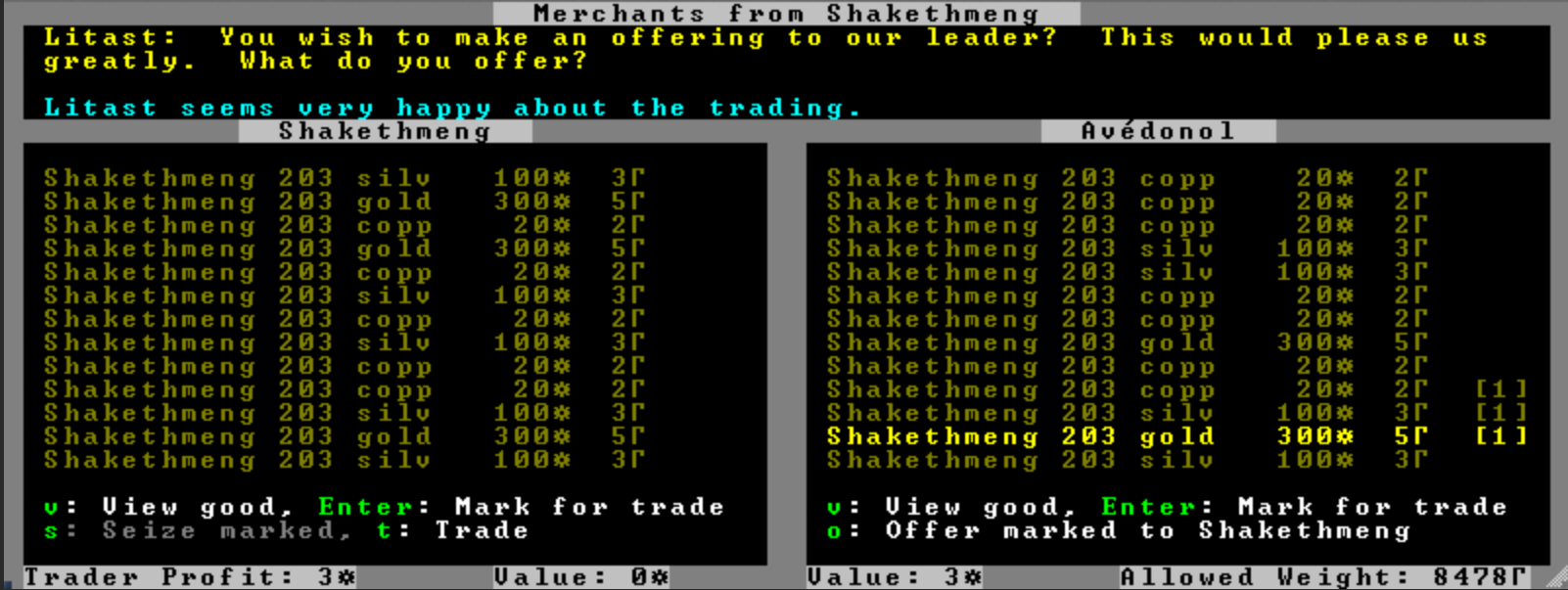
- Finish Jef Manor (that's it's official name!)
- Make more stockpiles
- Make more bedrooms (I'll just use the colonel's model, I guess)
- Make more workshops
- Authorize cavern exploration
- Re-organize the military
- Establish a fortress guard

If all that stuff gets done, I guess I'll be able to consider myself, like, the greatest bossman ever!

Overseer's Log; 6th Moonstone 203:

So, we traded with the merchants today. I did the trading myself, because Crashmaster is still the mayor and I didn't want to cause him too much stress. They didn't have too much stuff, just some metal, some rock, some lye, some drink, and one bin of leather. There was so little that I could buy them out with my counterfeit coins! Now I can cross "use counterfeit coins" off of my Criminal Mastermind Bucket List.

I decided that the king should see these neat coins for himself, so I gave the merchants one copper coin, one silver coin, and one gold coin to take to him.



Litast: I will see that our leader gets this offering.

I hope he likes them.

Also the crazy farmer guy died.

Rigðth Onoltomus, Farmer has died of thirst.

Too bad, cause he was really funny to look at.

Overseer's Log; 22nd Moonstone 203:

The traders packed up and left today; it didn't take them long, seeing as they just had coins to carry. Also some puppies were born so I had them killed.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 30, 2015, 02:29:56 pm**

Yeah, the mutants being a bit cowardly is my fault. It didn't occur to me to give them NOFEAR. My apologies.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **July 30, 2015, 02:33:35 pm**

Quote from: Mr Frog on July 30, 2015, 02:29:56 pm
Yeah, the mutants being a bit cowardly is my fault. It didn't occur to me to give them NOFEAR. My apologies.
any chance you can grab the save between two turns, reupload it with the modifications?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 30, 2015, 02:40:18 pm**

Quote from: Taupe on July 30, 2015, 02:33:35 pm
Quote from: Mr Frog on July 30, 2015, 02:29:56 pm
Yeah, the mutants being a bit cowardly is my fault. It didn't occur to me to give them NOFEAR. My apologies.
any chance you can grab the save between two turns, reupload it with the modifications?

Probably. First I'll need to do some quick testing to make sure that it won't make the game crash or something (messing with raws in an active save is dicier than a Las Vegas casino). If it doesn't, I'll quickly apply the fix after cherry-hearts uploads the save (or they can do it themself if they're comfortable with raw-diving).

E: Well, it didn't instantly destroy the save, so there's that. Not sure if it actually affected anything; one of the mutants continued to run away in terror from the cat chasing it after I reloaded, although it soon found its backbone and punched the cat in the face.

E2: Yeah, it looks like even changing the raws to add NOFEAR isn't enough to de-pussify existing mutants. There's still a chance that any new mutants might respect the changes.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **July 31, 2015, 03:53:29 am**

Overseer's Log; 25th Opal 203:

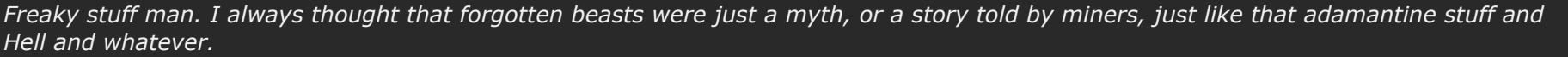
Mayor Crashmaster put in an order for traction benches, whatever those are.

Mandates: Make traction benches <3/3>

We should have everything we need to make some, so I gave the order to the manager to sort it all out. To be honest, I'm getting a little tired of this whole bossman thing; I'll be glad when Spring comes.

Overseer's Log; 7th Obsidian 203:

If we're going to take control of any part of those caverns this year, it's now or never bro. I deployed a squad to defend the miners just in case that forgotten beast decides to come by.



Another one of those "moods."

I honestly don't even care anymore.

A kobold thief got inside and tried to escape, but we closed the door and now the thief is dead.

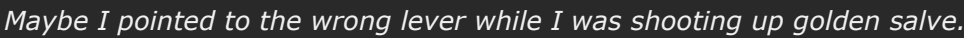
There are some banshee soldiers outside, so I have the militia standing by to be deployed at my command.

Artifact.

Also someone stole a flask.

I think I've had too many drugs, cause I really don't care about living anymore.

Someone opened the wrong door and they came in and killed a dog. Shit.



Overseer's Log; 26th Obsidian 203:

Grizzly? Dead? What? I never owned a grizzly? What the fuck are you talking about?

→Sākzul Sacatkeskal, war Grizzly Bear <Tame> has been found dead.

Anyway I gave the manager my last orders for the year.

Overseer's Log; 27th Obsidian 203:

Banshee's are all dead; I don't give a fuck.

I'm just going to go OD on golden salve now.

Overseer's Log; 28th Obsidian 203:

Dude! So I injected a ton salve into my arm last night, but I didn't die! I had the best trip ever, and I heard this really cool song that I wrong down here below.

"I'm the plant master,
A kind of banshee blaster.
I'm the overseer,
Rulin' he-re!

I kill goblins quickly,
It makes them sickly.
I'm like everyone's brother,
And I fucked your mother!

(Electric guitar solo)

I'm the plant master,
A kind of banshee blaster.
I'm the overseer,
Rulin' he-re!"

Anyway, here's my final report.

City Avédonol, "Clobbermountains"				28th Obsidian, 203, Late Winter			
Animals Kitchen Stone Stocks Health Justice							
Created Wealth: 1380433*				Population: 114			
Weapons: 13693*							
Armor and Garb: 169158*							
Furniture: 93170*							
Other Objects: 521809*							
Architecture: 231851*							
Displayed: 217776*							
Held/Worn: 132976*							
Imported Wealth: 117626*							
Exported Wealth: 43302*							
Food Stores: 3407							
Meat 57 Seeds 472							
Fish 8 Drink 1366							
Plant 310 Other 1194							

Peace out! I'm chucking this book in the stockpiles now.

Epilogue:

Jef was not seen for a week after the beginning of the new year; his mansion was left entirely abandoned. When he was finally found, he was smoking by the fields as he planted plump helmets. He once again called himself "The Plantmaster," and went back to spelling his name "Jeff." If anyone ever brought up anything related to the year 203 at all around him, he would always simply say: "I have no idea what you're talking about, bro.

It's someone else's problem now. Sorry I didn't post any engravings. See you sexies on the other side.

Title: Re: (34.11 Succession) Clobbermountains -- Jungle Fever!

Post by: Splint on July 31, 2015, 12:40:11 pm

Great, now I'm going to forever view golden salve as a synonym for heroin.

EDIT: Mr Frog, I suggest applying the patrol duty fix with DF Hack while you're fixing the mist raws. Cause otherwiuse we'll have a large number of armed men potentially going on a rampage if we have to keep killing dwarves.

Title: Re: (34.11 Succession) Clobbermountains -- Jungle Fever!

Post by: Mr Frog on July 31, 2015, 02:33:46 pm

Quote from: Splint on July 31, 2015, 12:40:11 pm

Great, now I'm going to forever view golden salve as a synonym for heroin.

EDIT: Mr Frog, I suggest applying the patrol duty fix with DF Hack while you're fixing the mist raws. Cause otherwiuse we'll have a large number of armed men potentially going on a rampage if we have to keep killing dwarves.

Tell me how to do that and what it does and I shall. I don't think I've ever even used DFHack in 34x.

E: Gonna hold off on PMing Gwolski until I run some last-minute tests to make *absolutely, positively sure* that fiddling with the syndrome won't crash the fort (I can't test every scenario, obviously, but I'm still not sure what'll happen if a creature acquires the syndrome *after* I've changed it; all I've been able to observe so far is creatures that already had the syndrome when I fiddled with it). Gwolski, if you're reading this, **please hold off on downloading the save until I get everything sorted out.**

Title: Re: (34.11 Succession) Clobbermountains -- Jungle Fever!

Post by: Splint on July 31, 2015, 02:43:25 pm

It *should* remove negative thoughts from being active and training (the thought's supposed be in relation to actually being stationed or patrolling a route if I recall right, not simply being on active training.) Just have a looksee, should be something on it for the 34.11 DFhack thread.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 31, 2015, 02:47:55 pm**

Quote from: Splint on July 31, 2015, 02:43:25 pm

It *should* remove negative thoughts from being active and training (the thought's supposed be in relation to actually being stationed or patrolling a route if I recall right, not simply being on active training.) Just have a looksee, should be something on it for the 34.11 DFhack thread.

That seems a bit... hamfisted to me. But tbh I personally find that bug to be even more dumb so I'll probably see if I can run it while patching the save, yeah. Lesser of two evils.

E: Actually, I looked and it looks like the command you seem to be referring to only stops ~~patrol-duty~~ TRAINING from causing unhappy thoughts while the current session is running, in other words does not permanently patch the save in any capacity, meaning that me running it before re-uploading would be a pointless endeavour. **I *will* authorise use of the command by future overseers, however.**

E2: accidentally a word

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **July 31, 2015, 03:18:29 pm**

Yes, training. Which besides solo drills they need to be active to do. :P

I might be thinking of it with Masterwork though, cause if I remember right at least for that it was automatically applied.

But yes, I advise its use, because angry spear and swordmasters = dead fort.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **July 31, 2015, 03:34:20 pm**

Okiedokie, it looks like newly-turned mutants do *not* crash the game and may in fact not be total cowards! This is great! Gonna quickly patch cherry-hearts' save and then re-upload, after which Gwolfski will be PM'd.

E: Save is patched and uploaded (<http://dffid.bay12games.com/file.php?id=11022>); will be PMing Gwolfski presently.

E2: PM is sent. Now we wait. Hopefully I'll be able to get up another worldbuilding piece shortly; I've been slacking off with journals lately.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 01, 2015, 12:13:31 pm**

Gwolfski just PM'd me confirming he's got the save.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **August 01, 2015, 12:18:58 pm**

Dont soldiers lose unhappy thoughts feom being un the army and stuff once they become great at weapon skills?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 01, 2015, 12:24:48 pm**

Quote from: Taupe on August 01, 2015, 12:18:58 pm

Dont soldiers lose unhappy thoughts feom being un the army and stuff once they become great at weapon skills?

Hmmm... I did some quick searching and I found a post from Quietust on the bugtracker (<http://www.bay12games.com/dwarves/mantisbt/view.php?id=3190#c14439>) saying that yes, that does technically work, BUT I think 34.11 still has a separate bug where soldiers who go off-duty lose their "lord/master" status, so it's a moot point.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 01, 2015, 02:34:21 pm**

Spoiler: Urist's Field Guide for the Wary Wanderer, Vol.3 (click to show/hide)
(All information in this article has been reviewed and verified as absolute truth on behalf of His Gaudiness by the Royal Archivist.)

The Spawn of Holistic

These blasphemous parodies of the sacred dwarven form make their foul, squalorous hives deep in the blackest nooks and crannies of forsaken mountains, in a ghastly mockery of our own majestic halls; there they lurk, their very twisted existence a travesty against Armok's holy designs. Their ways are base and animalistic, indeed making such primitive life-forms such as the elves appear civilised by comparison; though they are capable of basic feats of mining and construction, tool use and sophisticated edifices are entirely beyond these mindless monsters, who live in a state of mad, bloodthirsty chaos given only the slightest semblance of direction by a local hive king or queen which appears to have a great deal of influence over the other fiends' movements, although this only stretches as far as which innocent settlement will be consumed by their tide of darkness next, as any greater degree of coordination is entirely beyond their intellectual capacity. Much like a beast, a Spawn of Holistic exists only to kill, eat, and multiply, with all other functions being secondary at best.

The Spawn of Holistic resemble us greatly in proportion and internal arrangements; there are thus persistent rumours that these fiends are somehow derived from dwarves, but the Royal Archivist would like to caution our citizens against spreading such unsubstantiable gossip.

Holistic Spawn differ anatomically from dwarves primarily in three ways. The first and most-critical is a grotesque, snapping maw which takes the form of a long gash lined with razor-sharp teeth running vertically from the Spawn's lower jaw to their sternum; this maw is capable of biting with enough force to pulverise iron gauntlets and is known to harbor numerous transmissible diseases. The Spawn use this maw to feed instead of what remains of their true mouths. The second anatomical difference is also quite obvious; in place of our dextrous arms and hands, the Spawn possess long,

misshapen claws of bare bone and sinew, quite useless for fine craftwork but deadly-efficient at rending the flesh and bone of the living. The third difference is internal; despite possessing most of the internal organs of a dwarf, these organs largely do not in fact serve the Spawn in any useful capacity -- they need not draw breath, can continue living without a brain or even their entire heads, and blood does not course through their withered veins. Most notably, in place of a flesh-and-blood heart, a chunk of pure obsidian set with strange, angular patterns is embedded into the flesh of their chests; this chunk appears to be the seat of the Spawn's unholy essence, as should it be damaged in any capacity, the Spawn will immediately cease movement. This can be considered a weakness. Besides these practical differences, the skin of a Holistic Spawn is ashen and leathery -- more befitting a corpse than a living being -- and their eyes empty and unseeing. Their flesh also appears to be quite resistant to heat; there are confirmed reports of Holistic Spawn being immersed in magma for several minutes only to emerge unscathed, albeit ruinously-hot to the touch. As such, fortress overseers are advised that defensive contrivances relying on magma are of little practical use against the Spawn, though the beasts do retain their instinctive fear of heat and will refuse to enter magma if at all possible.

Psychologically, quite unlike ourselves, the Spawn are mindless monsters with little capacity for higher reasoning, let alone language or art. There are tall tales of some Spawn successfully integrating into dwarven society as productive citizens, but these are sadly pure fiction; attempts at rehabilitating these monsters into civilisation as anything other than trained labor animals have been woefully-unsuccessful and should not be attempted. Despite this mental deficiency, the Spawn do possess a certain animal cunning and are capable of foiling most floor traps and locked doors, although mechanised floor spikes are still capable of taking them by surprise.

Despite their unearthly form and functioning, the Royal Archivist would like to state that the Spawn of Holistic are most definitely living beings and that any rumours that they are 'cursed' or otherwise undead dwarves are unsubstantiated by science.

It is unknown exactly from whence the Spawn came; what is known is that, approximately 220 years ago, the barbaric dwarves of the southern continent suddenly lost contact with almost all of their inner settlements, and that the Spawn were discovered in earnest shortly afterwards when they devoured their capital city in a single night, at least according to thirdhand accounts from refugees which were preserved over the ages. It was these barbarians which gave the monsters their name, as their appearance was reminiscent of a central figure from one of their heathen folk-stories, although the first Royal Archivist long ago confirmed that their fabled "Holistic_Detective" is entirely the stuff of wild fantasy. It should not have to be explained why the very idea of a dwarven heroine routing waves of invaders with naught but a backpack full of snacks is patently-ridiculous.

Though the primitive southern civilisation was lost -- owing to their pitiful military prowess, a far cry from our glorious royal legion -- our ancestors successfully held the inner mountain range against their hordes, and for the last 200 years, we have enjoyed a hard-earned peace from their attacks, their hive kings and queens long since cowed into acquiescence by our military might; indeed, the entire northern continent owes us a massive debt for continuing to deter their hordes from expanding further. Though we are still of course subject to occasional raids by rogue swarms, the Royal Archivist would like to state definitively that any reports of frequent large-scale Spawn attacks against our outposts are entirely-fabricated and that any who spread such disturbing lies are to be reported to the nearest lawmaker for immediate and severe disciplinary action.

Despite their well-founded fear of open conflict with us, Holistic Spawn are still extremely dangerous, owing to their resilient anatomy and vicious teeth and claws, and any Spawn sighted near a settlement are to be destroyed with all possible haste before they can harm dwarven citizens. Any civilians who witness any number of Spawn anywhere near dwarven habitation are urged to report the sighting to the nearest lawmaker or military personnel; similarly, any soldiers or lawdwarves who spot even a solitary Spawn while on patrol are strongly advised to not attempt to engage the Spawn in single combat and to report the sighting to the local captain of the guard or militia commander so that coordinated defensive measures may be enacted.

Additionally, any dwarves -- civilian or military -- whose blood is drawn by a Spawn's bite are commanded to immediately report the injury to the local chief medical officer and to stand by for temporary quarantining and observation, as their filthy maws are known to harbour numerous contagious pathogens and ill humours. However, any reports of the Spawn of Holistic's bites transforming dwarves into one of them are entirely the stuff of myth and folktales and those attempting to present such fanciful tales as the truth are to be dealt with as the liars and fearmongerers that they are.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **TheBiggerFish** on **August 01, 2015, 02:37:39 pm**

((Yay, exposition!))

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 01, 2015, 02:40:20 pm**

Quote from: TheBiggerFish on August 01, 2015, 02:37:39 pm
((Yay, exposition!))

~~I should point out that the Field Guide intentionally leaves out some of the Spawn's more terrifying aspects, such as their immunity to magma and traps, as the Royal Archivist has deemed such facts to be too-frightening.~~

Meh, gonna add it in. Seems like it'd just be a security risk if Overseers weren't properly-informed.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Taupe** on **August 01, 2015, 02:47:14 pm**

Quote

Meh, gonna add it in. Seems like it'd just be a security risk if Overseers weren't properly-informed.

You misspelled "entertainment".

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 01, 2015, 02:52:00 pm**

Quote from: Taupe on August 01, 2015, 02:47:14 pm

Quote

Meh, gonna add it in. Seems like it'd just be a security risk if Overseers weren't properly-informed.

You misspelled "entertainment".

TBH I don't think the Royal Archivist really gives any shits about the Torrid Lashes (I've already basically decided that she's actually a millenia-old necro that infiltrated the civ for giggles) and would probably think it was hilarious if a settlement was obliterated because she omitted something, but it probably wouldn't be worth the potential uproar against herself.

E: Relatedly, I kinda feel like I've been focusing too much on the Archivist and should give His Gaudiness a couple pieces.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **August 01, 2015, 03:38:50 pm**

Spoiler: Drunken notes of Cpl. Lizzy Drunkenwheel (click to show/hide)
...But the capt'n made clear he wasn't taking more of that bullshit. With a swing of his spear he bashed the monster right under it's knees and effectively finished it off, swiftly driving the sharp tip of the weapon in the distorted creature's eye socket. With a muffled moan, it fell on the ground, never to move again. The stragglers around stood shocked.

The patrol duty... The only thing reminding me I was His Gaudiness' soldier rather than a simple highwaydwarf. I hated it and I loved it. Anyway, it was my chance to raise some money. I was selling gemstones to the travellers, who passed our outpost in search for a new home or easy money. Most of the latter found none... or their end. The former, though, were coming in en masse, because of... Well, reasons.

That day, I was patrolling the western road with Private Bumblebee and the capt'n. Just before that day, a notable battle took place to the southwest of our outpost, and scattered groups of armed dwarves were returning back. Officially, His Gaudiness' warriors emerged victorious, but- Man, victors don't look like that. The losses were... moderate, compared to the older conflicts, but this time banshee forces didn't even bother pursuing the retreating dwarves, who were driven to the north by the sole power of their horrific screams. Legionnaires, once proud, dropped their weapons and ammunition and fled, leaving behind their mounts, wagons and siege engines. Now they were slowly dragging back, shame and sorrow in their eyes, as they were to beg for food and bed.

We met one of their groups near the old camp, where they were gathering plants and such. With a sigh, capt'n checked their papers and was about to let them go, but something attracted his attention, namely a silent dwarf with a covering on his head who was standing by the trees, motionless.

The capt'n approached the guy, asking for his name. He said nothing... The people behind us were trembling in fear, as the old man grabbed the covering and pulled it off. Behind the covering, a horrible, nightmarish face was hidden, a distorted piece of flesh hardly resembling a dwarf. A huge maw, like a scar, tore that dwarves face and neck in half... only the eyes were untouched by the mutation. It must have been half-dwarf, half-Spawn... (3/4 dwarf in total, I guess).

The capt'n lost his nerve. He grabbed their commander and started shaking her, demanding an explanation. The unarmed, ragged mob surrounded us. It was one of their soldiers, they said, who sustained heavy injuries in a strange spawn-related incident. Neither did he transform into a fully-fledged Spawn, nor he retained his personality. At least, that's what they claimed. The creature remained silent during the whole conversation, only breathing heavily and staring at us with it's frightened eyes.

The captain did not take this. He stabbed that dwarf with his spear and ordered for the stragglers to leave the place immediately. The soldiers wearily got up and continued on their journey...

By the way, a couple o' month later, the capt'n fell from the raft into the river, and nobody got up to save him. Poor sod. If we were taught anything but ignorance and selfishness...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 01, 2015, 04:53:23 pm**

Um, guys? I was looking through my Spawn raws and I realised that I... um... kind of left a test CDI verb I put in to make sure that the disease was being activated correctly. The verb in question? Well...

Code: [Select]

[CDI:VERB:fart:farts:NA]

Gonna go check to make sure changing this won't break anything and PM Gwolski telling him how to fix it.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **TheBiggerFish** on **August 01, 2015, 04:59:54 pm**

facepalm.gif

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 01, 2015, 05:02:40 pm**

I knew my habit of using vulgar test messages would come back to bite me someday :V I just thank my lucky stars it wasn't something more-graphic.

E: Oh thank Satan, Armok and Princess Celestia -- the line can be safely removed without messing anything up. PMing Gwolski right away.

E2: I am never going to live this down, ahahaha.

E3: For what it's worth, I have updated the patched version of cherry-hearts's save (http://dffd.bay12games.com/file.php?id=11022) to remove the offending lines, so if Gwolski isn't comfortable messing with the raws he can re-download a fixed save. Horribly sorry for the mess.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Gwolski** on **August 02, 2015, 05:06:15 am**

Quote from: Mr Frog on August 01, 2015, 05:02:40 pm

I knew my habit of using vulgar test messages would come back to bite me someday :V I just thank my lucky stars it wasn't something more-graphic.

E: Oh thank Satan, Armok and Princess Celestia -- the line can be safely removed without messing anything up. PMing Gwolski right away.

E2: I am never going to live this down, ahahaha.

E3: For what it's worth, I have updated the patched version of cherry-hearts's save (<http://dffd.bay12games.com/file.php?id=11022>) to remove the offending lines, so if Gwolski isn't comfortable messing with the raws he can re-download a fixed save. Horribly sorry for the mess.

ok, i havent really done snything sonill download the fixxed one

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 02, 2015, 12:29:36 pm**

Quote from: Gwolski on August 02, 2015, 05:06:15 am

Quote from: Mr Frog on August 01, 2015, 05:02:40 pm

I knew my habit of using vulgar test messages would come back to bite me someday :V I just thank my lucky stars it wasn't something more-graphic.

E: Oh thank Satan, Armok and Princess Celestia -- the line can be safely removed without messing anything up. PMing Gwolski right away.

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,

ok, i havent really done snything sonill download the fixxed one

Much thanks.

Also, though I don't much care about OOC posts, please make sure that any fortress updates and such are properly copyedited.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **pisskop** on **August 02, 2015, 03:25:20 pm**

Neat. Im finishing up the last year of my own project, and Ill take a week off to do this here!

This is looking handy. im excited for my turn

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **August 02, 2015, 04:58:33 pm**

Spoiler: A bit of Nazi dwarf tea talk (click to show/hide)
...Who are they but a bunch of senile dwarves trembling over their titles and petty business. I tell you, monarchists are not the ones we sould care about. Neither we talk about pesky reformist agenda... They are bothersome, though. And they also have the general... What do ye mean, which one? I told you, the General! Yes, that one! A military genius of old times and a faithful servant of her majesty queen Urvad the Invicta. That's gonna be a bit troublesome, no doubt. Although I am sure that with the help of torch-wielding mob we will be able to overcome everything. What else?...

What? WHAT DID YOU JUST SAY, YOU SCUM? SHUT YOUR FUCKING MOUTH- You are never, NEVER to mention the Royal Archivist without any actual purpose. I warn you... I swear, you should stop being such a frigging loudmouth. If you want to discuss it, you better have a chat with His Excellence or Blackbanner... Although I doubt that His Excellence will talk to such an unruly peasant like you, so go straight for Blackbanner. I gotta say, this guy is incredibly smart for an elf, even for... that kind of elves. And he ain't scared of shit, so yeah, he's the one you should talk with.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 02, 2015, 05:14:05 pm**

Quote from: Monitor Lisard on August 02, 2015, 04:58:33 pm

her majesty queen Urvad the Invicta

Yesssssss... me gusta. That is now her official title.

Although:

Quote

What? WHAT DID YOU JUST SAY, YOU SCUM? SHUT YOUR FUCKING MOUTH- You are never, NEVER to mention the Royal Archivist without any actual purpose.

Did I miss something..? The Archivist wasn't mentioned as far as I could tell in the earlier paragraph... Although, I'm pretty sure this is supposed to just be some random overheard snippets, so it makes sense in that context. Just making sure I'm getting this right.

E: Also thank you for posting this (thanks to pisskop as well); I was kinda scared that having two modding accidents found in quick succession may have scared everyone off :-[This is my first time GMinig anything (barring my constant backseat driving at Spearbreakers) so I'm a bit anxious, I guess. Hahaha.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Monitor Lisard** on **August 02, 2015, 05:19:57 pm**

Yeah, that was just one dwarf's talking. I simply omitted his partners speech.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 02, 2015, 05:38:24 pm**

Quote from: Monitor Lisard on August 02, 2015, 05:19:57 pm

Yeah, that was just one dwarf's talking. I simply omitted his partners speech.

Probably should have indicated that a bit more unambiguously. Something along the lines of

Quote

[the other dwarf gruffly mutters something under her breath; you can't quite make it out]

maybe?

Still, good work on your writing. You seem to be pretty negative on your writing, so I don't want you to go away feeling like you messed up majorly.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 04, 2015, 12:28:26 pm**

It's been over two days since we last got any updates from Gwolfski, so I'm sending him a PM asking him what's up. Either way, **if I don't get anything tangible from him in the last couple days, I'm skipping him** and turning the save over to pisskop, or Taupe if pisskop's busy at the moment -- I recall PK saying that he'd need to arrange time off in advance to do his turn. I'll just bump him back a slot if he doesn't have time at the moment.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Gwolfski** on **August 04, 2015, 12:44:06 pm**

look, move me down one turn pls. unable to do it now.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 04, 2015, 12:54:00 pm**

Quote from: Gwolfski on August 04, 2015, 12:44:06 pm
look, move me down one turn pls. unable to do it now.

Groovy. **@pisskop**, if now's a bad time for you, say so promptly and I'll hand the save off to Taupe.

E: Whoops, forgot to send the PM. It's been a silly day.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **pisskop** on **August 04, 2015, 05:02:35 pm**

I start up tomorrow!

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **pisskop** on **August 04, 2015, 05:27:53 pm**

Can somebody halp.

I cant remember how to enable window resizing; specifically using the mouse to do so after the game has begun.

maybe I shouldnty use windows legacy dl?

pedit: duh. Its all fixidfied now >.<

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **pisskop** on **August 04, 2015, 06:15:38 pm**

So a few notes.

- 1 cavern was pierced. It was rewalled, probs before that FB got in.
- The FB is playing nintendo in the cavern lake now, and has poisonous dust (read: everybody who gets close will die)
- There is a bloody mess in the trade depot, and several military dwarves are unhappy.
- There is no aquifer?
- There are not enough bedrooms? AND NO DORM
- The barracks are woefully underdecorated :(
- No crazed monseters topside \o/ But it is a 'dust' rather than a 'mist'?

- With this in mind I want to:
- Add an actual catchall dorm room
- Embelish that existing barracks and probs establish a secondary one down by the caverns
- Clean up that FB
- Dig deeper.
- Maybe mechanical wonders.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **August 04, 2015, 06:24:05 pm**

- Seething mist in noncontagious.
- We **do** have a dorm, unless cherry-hearts cannibalized the beds. Should be across from Noel's office/bedroom.
- Housing likely needs to be addressed. I'd recommend capping population to get that sorted out. Absolute minimum from the design I have in place is four beds in the corners and a single door. Great for small families!
- Barracks sprucing up wasn't a priority.
- Can reduce the unhappiness with the patrol duty fix script for DFhack. Having to kill mutated dwarves will still cause extreme unhappiness. Mikethete and Splint may not be in as great a risk for tantrums though, being weapon masters.
- Mr Frog disables aquifers on principle, which honestly with the spawn around is a sound decision. Don't have time to fuck with piercing potentially multiple layers. So if you want water, you'll probably have to pull it from the caverns.
- Luge needs to be engaged at range. Should be easy, but the problem is getting him where we can kill him.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **pisskop** on **August 04, 2015, 07:40:13 pm**

01Granite204

I'm sick of it! If I have to continue under the reign of clausterphobia and death much longer I'll go stark mad! I've watched all manner of animals die, I've seen those elf-cursed plantmonsters tear at our civilians, I've been on duty since time immemorial, and I've even lost my love to this accursed place. We're letting a perfectly good cavern go to waste because some overblown fog machine is viling up in the lake, and we're too afraid to step foot outside!

The barracks is shoddy, we've got dead dwarves lining the garbage chute access area, and I can't remember the last time I took a bath. I'm itching for some better combat, or at least starting a nice bone jewelry shop . . .

I'm going to march right up to the overseer and demand that changes be made! how dare I not even have the decency of a gravestone while I risk my neck and soul in this sinister hellhole. there must be 40 soddin' volcanoes in the valley between the mountainhomes and here; why were we sent here?

. . . I must have been pretty terrifying, because they all but handed me the barony title. The nobility doesn't seem to pay much mind at this, but I had no clue itd be so easy to just . . . usurp the practical authority.

The first thing I did was to create a template and map of the world (<http://dffd.bay12games.com/file.php?id=11035>) as we know it. Next, I planned out modest expansions and took in the fort to plan for my expansions. I figure its only a matter of time before somebody repeats my actions and I gotta make the best of the time I have. Gotta cater to my Priorities.

P.S. This is *not* a journal! So many of our dwarves keep those silly things, drawing pictographs because they can't be bothered to read. Well, I'll show them. this is a prayer! Yes, by praying to my god Tunam I can log this whole endeavor for all time. Check and mate, hipsters.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 04, 2015, 08:10:15 pm**

WOO! THE ~~MURDER~~ *INTENSE SNUGGLING* TRAIN IS FINALLY ROLLING ONCE AGAIN!

Yeah, consider yourself actually under *standing orders* to have "tweak patrol*duty*" or whatever the command is active at all times, since as far as I can tell literally all it does is temporarily patch the game so that soldiers don't get pissy ~~on patrol duty~~ *WHILE TRAINING*, which was honestly something I detested about DF2012 (learning about that tweak will probably give the game new life for me, lol)

I don't think I straight-up turned the aquifers off in these raws, but yes, the embark doesn't have an aquifer unless I *severely* wasn't paying attention. Which is possible.

I actually wanted a site with a partial aquifer, as the potential for some genius tunnelling into one from below and causing a flooding crisis was extremely-attractive, but I decided having both a volcano, iron ore and mist took priority; there was one spot somewhere in the eastern side of the map that looked promising, but there sadly wasn't any iron or even copper IIRC.

The seething mist is actually a gas -- I just couldn't think of a better name. There is as far as I know no potential for cross-contamination, don't worry.

Also please please please build mechanical bullshit so that none of the next Overseers have any clue what it's for or how to operate it and hilarious things will happen.

E: Also, please try to report on mutant behaviour, as I'm not quite sure if the change to the raws actually "took". *crosses fingers and hopes the game doesn't crash*

E2: I don't know why I keep typing "patrol duty" instead of "training" but I wish I wouldn't.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **August 04, 2015, 08:26:29 pm**

There's a reason I keep calling it "The Cloud."

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **pissskop** on **August 04, 2015, 08:33:48 pm**

You know, crazy ideas, but y not give the non-lord militia time off every once in a while? :P

Give them secondary jobs that usually never get done, like bonecrafting, animal hauling, soap making, potash making, herbology, and the always popular weaving and strand extracting. Or even fishing or glazing.

I am especially fond of giving them pump operating, doctor, or engraver. The hope is that theyll engrave their personal experiences . . .

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **August 04, 2015, 08:46:42 pm**

34.11 isn't anywhere near as quick as far as training is. Without exploits and using a relatively small squad (3-4 dwarves) it can take up to two years without live training to get them to where they can face Spawn without habitually suffering from critical existence failure. Since Spawn can soak up anything poorly trained soldiers can throw at them barring lucky killshots, it'd more a sound decision to keep at least two squads training.

The Marksdwarves can be deactivated until they're needed. Have them make thier own training ammo. Should only have the Glowing Roads and Golden Men active besides them, unless cherry-hearts activated the whole damn militia.

We should also have plenty of dwarves to reassign to other tasks, unless 30 people dropped dead when I wasn't looking.

Herbalism, fishing - Please don't. Morale is tanking badly enough without deliberately sending people out to be mutated as fishermen and plant gatherers. Good soldiers are rather difficult to replace in 34.11.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **pissskop** on **August 04, 2015, 08:57:41 pm**

I meant in general, not this fort :P

Alothough I was thinking about the cavern. Its one trap away from being FB clean.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **August 04, 2015, 09:03:05 pm**

ah. Misunderstood then, but the points still stand. :P

As to Luge, I tried luring him in with an open path, and a waiting firing line of ready marksdwarves, but he didn't take the bait. Could try a cave-in trap, maybe he'll take some inanimate bait...

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 04, 2015, 09:16:52 pm**

I think a secondary part of the angry-soldiers bug was that, due to a logic mistake in the code, off-duty soldiers would never actually get less tired of patrol duty (the bad thoughts would wear off, yeah, but they'd come back in full force once you re-drafted them), so giving them time off wasn't actually that effective in the long run. It would at least give them happy thoughts due to being satisfied at work, I guess.

Also, it's kind of funny to see comments about how slowly soldiers train in 34x... I remember when DF2010 first came out and for the

longest time it was damn near impossible to get soldiers to do *anything* productive. 34x's military is blazingly-efficient in comparison.

If Luge is swimming or flying, he might not respond to external lures due to a pathing gaffe in 34x. Just dropping the ceiling on him might be quicker, lol.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **piisskop** on **August 04, 2015, 09:21:53 pm**

all my dwarves in my own raws have slow learner, So it too a wood crafter almost 4 year to gain grand master skill.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 04, 2015, 09:24:23 pm**

Quote from: piisskop on August 04, 2015, 09:21:53 pm
all my dwarves in my own raws have slow learner

...Why.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **piisskop** on **August 04, 2015, 09:45:24 pm**

because mastering a skill should take a lifetime, not 2 years.

In 40.xx any sentient with slow learner is disqualified from player nobilty. So now I have 40% skill gains in the raws.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 04, 2015, 10:09:04 pm**

Quote from: piisskop on August 04, 2015, 09:45:24 pm
because mastering a skill should take a lifetime, not 2 years.
In 40.xx any sentient with slow learner is disqualified from player nobilty. So now I have 40% skill gains in the raws.

You have a point there. I always thought it was silly how my miners would usually hit Legendary after one friggin' year :V Bonecrafters and other round-the-clock jobs were almost as bad

If you want to get really clever, I'm pretty sure you can set individual skill rates in the raws, so you can nerf things like mining and crafting that normally level up ridiculously-quickly while leaving things like military skills relatively-untouched. But I guess that's a discussion for another thread. *furiously notes down ideas for my total conversion mod*

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **August 04, 2015, 10:41:05 pm**

Spoiler: rambldy ramble (click to show/hide)
The fact it takes round the clock work to do that in so little time should tip you off. No time to socialize discounting breaks, just work work work work work. For soldiers, you can get a small group (which is what your local militia typically is compared to the civ armies at large,) in fighting shape in as little as a few months. After 2-3 years, you'll have pretty much learned all the different ways you can poke holes in or whack a humanoid target around the chops. If anything, spear and maces/hammers would have increased learn rates for everyone, since those weapons are almost idiot-proof as far as medieval weapons go. Now swords? Those are weapons you'd need a lifetime (or at least a half a decade or so,) to really feel like you might have mastered.

I'm sure skill rates are due for a rewrite though.

As to mining, considering how much abstraction is going on, it's safe to assume it doesn't take long to figure out how far you can dig without the roof falling on your head and where to hit to break off the most useable bits.

As of 40.xx, solo drills for a year can get you a spearmaster who knows all there is to know about spears! And he'll promptly die with no other training because while he knows how to use his weapon, he don't know dick about anything else in terms of skills.

Why is this relevant? I'm unaware of any legendary crafters not caused by moods (possibly the masons and a stonecrafter might be?) and it took multiple live targets plus a year of straight training to get Splint and Mikethete to spearmaster, and most of the militia is still outside that area as far as I know, unless we got a bunch somehow during cherry-hearts' turn. And we're now 3 years in.

Ramble ramble, I'm done now, sorry.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **piisskop** on **August 06, 2015, 01:03:23 pm**

DLed dwarf Therapist to help me micromanage the jobs. Blackmsiths are no longer allowed to stone haul with 150 bars of lead and gold laying around the magma forger, for example.
I'll be spending about 30 minutes derping around, another 30 playing in therapist and surfing in legends viewer, and then begin my glorious quest for meaning.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 06, 2015, 02:50:46 pm**

Quote from: piisskop on August 06, 2015, 01:03:23 pm
DLed dwarf Therapist to help me micromanage the jobs. Blackmsiths are no longer allowed to stone haul with 150 bars of lead and gold laying around the magma forger, for example.
I'll be spending about 30 minutes derping around, another 30 playing in therapist and surfing in legends viewer, and then begin my glorious quest for meaning.

Fabulous timing; I was just about to pester you for a status report.

Yeah, Dwarf Therapist use is completely acceptable. Don't think it can even do anything drastic besides managing jobs, lol.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **piisskop** on **August 06, 2015, 05:14:33 pm**

Tuman, God of Dwarven Justice . . .

Spoiler: Granite104 militia (click to show/hide)

▶ No Squad (93)

▶ The Cobalt Planks (5)

▶ The Glowing Roads (3)

▶ The Golden Men (6)

▶ The Rounded Papers (3)

▶ The Tan Caves (4)

Today the fort which you have sent me to came under my charge. Granted, I took advantage of the wariness that this place instills in the leadership, but nonetheless I'm here, in charge of near 100 dwarves. I'll do my best to guide them . . .

The first thing I did was cut the innoguration party down in the dining room. Lungfish for me, please. And, you know, if I cant have syrup biscuits I see no reasn for the rest of them to have it while they relax. I asked the metalsmtihs to get to work on forging bolts and gauntlets for the macedwarf squad we have. They looked at me squarely and said that they made 2 sets of gauntlets for everyone, just as perscribed. one of them went off and grabbed a boulder. When questioned he told me he was *hauling rocks!*

'Excuse me? *Hauling rocks?!!*'

What kind of metalsmith is he, to spend his time hauling rocks instead of smithing armor for our best and bravest!

And, ohhh, by no means is it limited to just Tobul, or just the metal industry. Every single dwarve in the place got to pick and choose what job they were doing, for the most part. Stone Crafters were butchering corpses, and farmers were brewing and digging, one dwarf was trying to make honey, and another thought that his job as engraver menat he needed to build siege engines! Dear lords, I went right off the the manager and had a chat.

The manager told me about the previous overseer's desire to mint money. Sure, but then I told him to get some golden statues sculpted, and some lead chair and table done in. I might order some lead flasks and perhaps some nice metal crutches. The carpenter needed to pump out 40 beds stat, the miners were to limit their spelunking and dig out a proper crossbow range, and the engineers needed to construct the trap to kill that damned FB that stinking up the caverns so we could get some trees!

Spoiler: Reformed militia (click to show/hide)

▶ No Squad (83)

▶ The Glowing Roads (7)

▶ The Golden Men (8)

▶ The Rounded Papers (7)

▶ The Tan Caves (9)

I checked over everyone's summary profile and assigned generic jobs based upon their current skillset and basic fortress needs. We needed suprisingly little, save for a backup this or another that, so most of the time I tried to keep sufficient staff at the workshops while also filling in the ghastly holes in the barracks rooster. I commandeered the cavern01 hole, sealed off whatever project the last overseer was doing in there, and created a second barracks for us archers and the macedwarves.

Once the trap was dug and the support beamed hooked up we installed doors, offered up a puppy as bait, and opened up the caves. The FB was nowhere in sight, oddly enough, but scouts reported its eyes peering dully from the waters. Good, we sent out the miners to clear a small platform and establish a decent LOS from our door. While installing a chain to perhaps bait it with a turkey, it stirred, and we all ran inside, the militia stationing themselves in case the beast was more cunning than we.

Spoiler: Puppy-Ciao (click to show/hide)



The puppy-bait skillfully dodged out of the way of the monster, diving out the portal into the caverns! The poor thing, its going to ruin our plan! Cripes, the beast soon chases it down, kicking it into the wall and killing it in a single deft blow. The beast was content to come back to the trap, and luckily, it stopped to attempt to dismantle the very pillar supporting its demise. I reorder the lever pulled . . .

Success! The beast dead, I sent out miners to investigate the area. I waited for trouble from the local cave croc and olm, but they were perhaps more content not dying. My son Nil did come by to talk to me, however, showing me this lovely mushroom about to burst. Sweet, but the cavern is currently dangerous, so i sent him inside.

Spoiler: Beast BGone (click to show/hide)



Migrants! They arrived in a tizzy, and out of breathe. It took a few minutes to get from them that banshees were on their way to attack! Its only **felsite**, but already I've cheered up some, killed a beast, designed a cistern for the caves that is also compatible with the topside dining room, and now I'm going hunting!!

May the hammer smite the loose nail, adwarf.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 06, 2015, 09:33:08 pm**

We are building up a truly horrendous track record with puppies.

E: Just on a whim, I want someone to draw me a picture of the puppy's epic battle with Luge.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 07, 2015, 12:18:43 am**

I'll go first:

Spoiler: I drew this in a bit of a hurry (click to show/hide)



I realised after drawing this that a) the dog was certainly not chained at the time of the punting and may never had been and b) pisskop very clearly stated that the aforementioned punting took the form of a kick, not a punch. Oh well.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Splint** on **August 07, 2015, 06:12:48 am**

Quote from: Mr Frog on August 06, 2015, 09:33:08 pm

We are building up a truly horrendous track record with puppies.

Why the in the fuck did this put a big grin on my face? I was in favor of not killing the puppies, and them dying constantly is making me giggle. Why.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pisskop** on **August 07, 2015, 11:25:51 am**

hunh. 'holistic spawn theif'. Actually I have some minor concerns that their mountainhomes designations might slow down their war path. theyve declared zero wars according to legends viewer.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Crashmaster** on **August 07, 2015, 12:09:09 pm**

Perhaps we may draw their ire over the treatment of puppies.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 07, 2015, 02:25:51 pm**

Quote from: pisskop on August 07, 2015, 11:25:51 am

hunh. 'holistic spawn theif'. Actually I have some minor concerns that their mountainhomes designations might slow down their war path. theyve declared zero wars according to legends viewer.

I think it may be more because I possibly-somewhat-naively set all their ethics to NOT_APPLICABLE in the entity raws, on the grounds that they legitimately do not give a shit about ethics in the first place, being soulless monsters and all. I don't think the Spawn really 'wage war', at least not over ideological disagreements. They just sort of kill and eat everything in their path.

Quote from: Crashmaster on August 07, 2015, 12:09:09 pm

Perhaps we may draw their ire over the treatment of puppies.

The spawn will arrive, watch us slaughtering puppies en masse for no particular reason and using them as live bait and test subjects, and just be all "daaaaamn, we may be the unholy anathema to Armok's noble design but these guys are legit *messed up*"

Quote from: Splint on August 07, 2015, 06:12:48 am

Quote from: Mr Frog on August 06, 2015, 09:33:08 pm

We are building up a truly horrendous track record with puppies.

Why the in the fuck did this put a big grin on my face? I was in favor of not killing the puppies, and them dying constantly is making me giggle. Why.

May I use this as an excuse to put it in the quote bank? It's not as full as I'd like.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pisskop** on **August 07, 2015, 04:30:36 pm**

oh dear god

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pisskop** on **August 07, 2015, 05:22:05 pm**

Evenhanded Tuman, blind to our scorn and praise,

Spoiler: Fight (click to show/hide)



We defensively assaulted the banshees at our own entrance hall, striking them down with complete impunity. Many of our soldiers were not even at the gate when the fighting began, and a few never got to see action at all!

Spoiler: End fight (click to show/hide)



We staggered our formation so that the strongest would be in front. A blip of interesting in our day; which now I leave to my haulers to clean up.

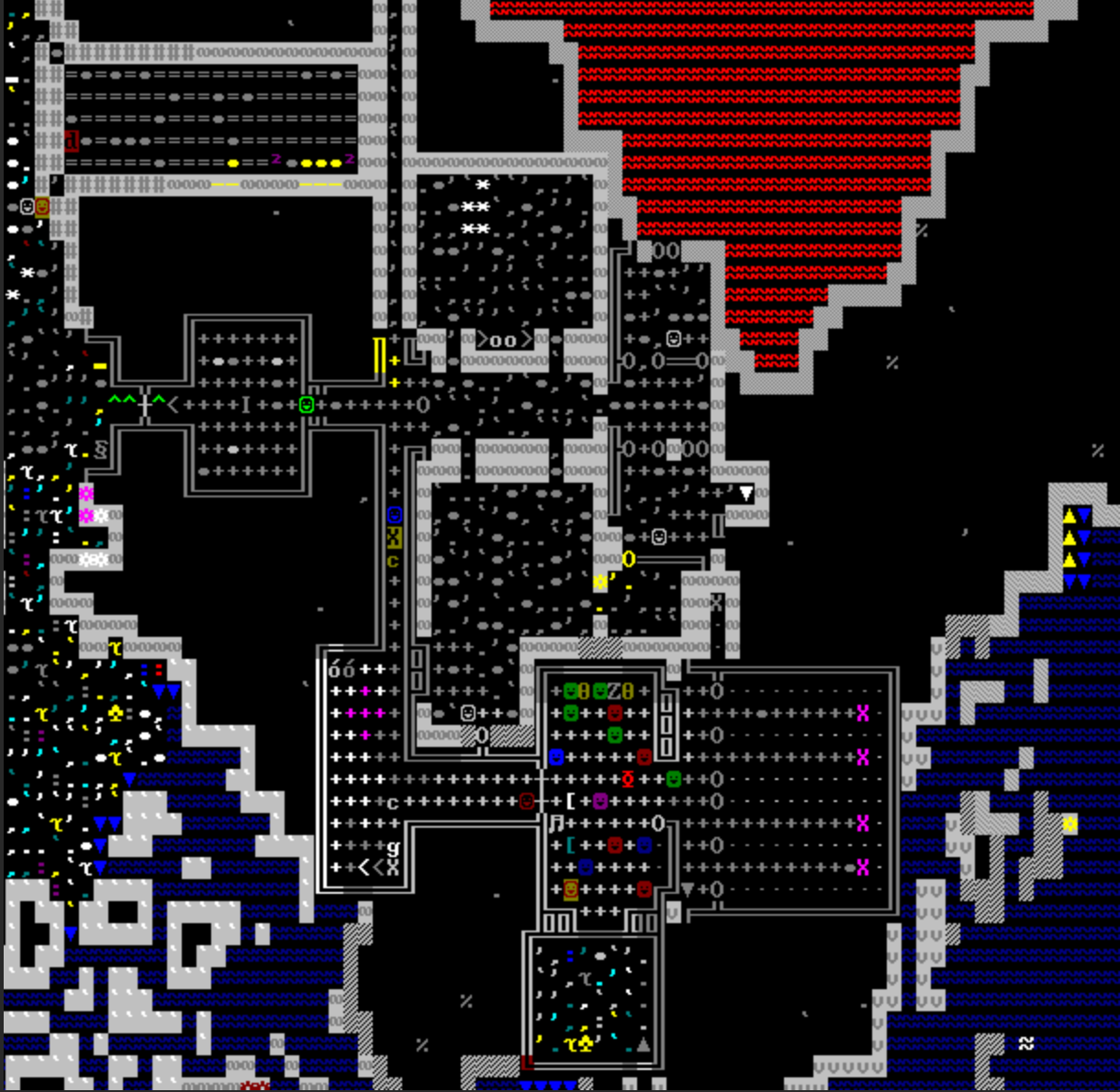
While touring the grounds, I see steam rising from the volcano! A magma crab is collecting rainwater and boiling it away, the little scamp.

I sorted out the 27 migrants that flooded the fortress. I suspect that the previous overseer had requested them for some sort of labor . . . so I made sure to tell my assistants to send word that 150 dwarves were the maximum population of Clobbermountains. I started a second speardwarf and markdwarf squad, and began a hammerdwarf squad. If only I had noticed the lack of iron that was creeping up upon us. More needed to be found.

I set the top left smelter to melt various items, from bought flutes to low quality failures from our own craftsmdwarves. I've noticed our propensity to use bone bolts, and as I find the current waste desposal system lacking in logisitcs I have ordered 3 refuse rooms be dug in addition to what we have already queued up.

While expanding, I've decided that its for the best if we dig out a jail; and who better to serve justice than the dwarf who prays to the god of Justice? I've promoted myself to Captain of the Guard and gathered a few guardsmen to assist me. The jail will be close to the new guardsmens quarters I've selceted; and that will be down the hall from my new quarters, which houses the passageway to my new tomb. Indeed, there is so much work to be done for the good of the fortress!

Spoiler: Cavernside Floor (click to show/hide)



While exploring the caverns, we found it to be almost 50% water. There is a downward passage on the far bank, and under that more hematite, spider webs, and nether-caps. Nether-caps! We've sent the word to the miners (who are now in their own inactive reserve squad) to dig the hematite, and we'll likely have to dig down there eventually, to ease the collection process.

When the elves came we considered requisitioning their property; but in the end it was easier to show them our shiny granite rings and hefty specters and handy mugs; 7000 urists worth of wood and cloth were pruchased in the hopes that they bring even more wood next year.

Another migrant wave arrived, 17 of them ready to fight. Or so they should be, 80% of them are now in their barracks. We caught one migrant trying to hunt those funky gorilla monsters that have 4 arms. she ran out of ammo and ran off, but when I added her name to the guard rooster she smashed her pursuers face in quite easily.

To prepare ourselves better I've taken to adding the odd cage trap here and there. I wanted to spring for glass or weapon traps, but we have no native sand and we can spare precious few weapons. So far we've caught 2 thieves, so we know it works. We are currently casting ballots about how to dispose of them; either by imprisoning them permanently, dumping them into the volcano, beheading, or firing squad.

Spoiler: Gobbo (click to show/hide)

Weight: 339f Basic Value: 20*

Contents:

Snodub Omospslakga, Goblin Master Thief

→←/*: Scroll

Set Follow Hotkey <F1 etc.>: None

Enter: View selected

f: Forbid

m: Melt

d: Dump h: Hide

v: Description

The Humans arrived in Galena. They brought with them an ambush squad of goblins, who riddled the human caravaneer with bolts and arrows. The human guards ran forward to provide cover, but were fighting uphill; serious injuries or death befell them. To make matters even worse, a cloud of that bloodred mist was broiling the mountain towards them, missing our Depot entrance by a few meters and forcing us to station our squads up there. When faced with the possibility of losing the humans and facing brutish goblins I ordered the militia out. We fought them back with 2 casualties of our own, saving the life of one guard and allowing several merchants to lead their pack animals off-site and away from danger.

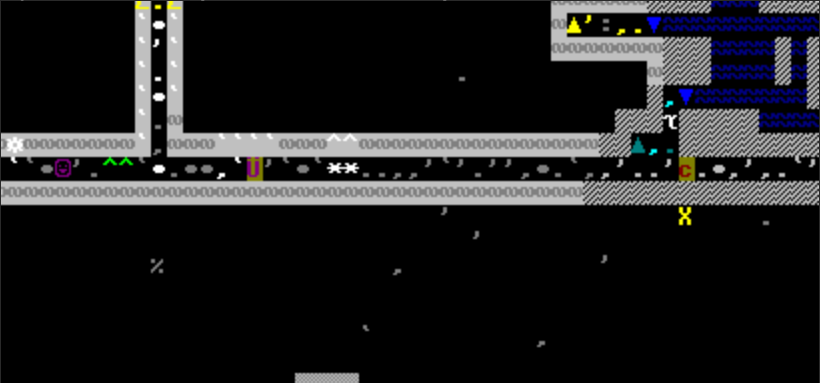
Spoiler: [Close](#) (click to show/hide)



Close calls aside, a bird was caught in another cloud of dust and has begun stalking the mountainsides. We will stay inside for now and watch its carefully. on the positive side, Wolf created an artifact weapon rack that would look just fabulous in my office! it has GCS silk hanging off of it and the spikes are made of gabbro!

I've also heard that there is a human caravan guard who was too injured to leave. He was left in our care, but due to a lack of a hospital he has been *crawling* around on his broken hand and actively pursuing critters in the cavern! He is about the most dwarven human I've ever seen, granted my experience with humies is limited to cavern engravings and the merchants.

Spoiler: [Crawl](#) (click to show/hide)



Still, I wish he'd go rest up and take it east; he's got a broken hip, a broken leg, a broken hand, and he's still bleeding from the skull!

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pisskop** on **August 07, 2015, 06:20:46 pm**

The last of the humans were about 3 tiles ahead of the seething mist. That was pclose.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 09, 2015, 12:33:14 pm**

Just want to reassure people that I haven't lost interest in this and am currently working on a worldbuilding piece. Here's a sample of what I have so far:

[Spoiler \(click to show/hide\)](#)
[...] the [...]

Also @**piisskop**, if it's not too much trouble, could you maybe give us little status updates as you play before giving us a full writeup? It helps keep interest up when we can follow along with major events, I think.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 09, 2015, 12:42:56 pm**

Sure. Tomorrow I'll be doing the fall chunk of time. The year's been going by fairly fast, at about 60 frames.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 09, 2015, 12:49:06 pm**

[Quote from: piisskop on August 09, 2015, 12:42:56 pm](#)
Sure. Tomorrow I'll be doing the fall chunk of time. The year's been going by fairly fast, at about 60 frames.

- > 100+ dwarves (?)
- > 140+z embark
- > more than 30 FPS

I've been playing on an ancient computer and a bog-standard laptop so this is literally inconceivable to me. Hahaha.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 09, 2015, 01:22:11 pm**

Weeeeeelllllll, in the meantime there's always other forts to poke.

And you really should get a new computer man. :v

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 09, 2015, 01:28:57 pm**

[Quote from: Splint on August 09, 2015, 01:22:11 pm](#)
Weeeeeelllllll, in the meantime there's always other forts to poke.

And you really should get a new computer man. :v

Well, if I'm to be fair, the computer I'm using right now is actually quite good and runs everything else just great (although the only other computer games I really play is Touhou so I don't know how it'd do running something like Skyrim). Problem is, it has like a bajillion processor-thingies, none of which are particularly powerful by themselves, which is like the opposite of what DF needs :V I am not getting a new computer just for one game that I don't play very much, lol.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 09, 2015, 01:32:03 pm**

Well the point about other forts still stands.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 09, 2015, 02:09:05 pm**

Well the pop is hovering about 150. I realized after the first migrant wave that there was likely the population cap set at 100, and by default its 200. I've have several babbies, and a couple of chillins. I think they might be the first ones of the fort? darn near it.

The first cavern is near usless for pasturing. Its all water and clusterphobic tunneling and a couple of zlevels of steep embankments. That 2nd cavern level is much better for that, and nether-cap is awesomesauce. I'll mine out the hematite and probs add an entrance to that cavern. We need more suits of armor.

BTW, Frog, I assume you set up the armor designations? You don't need to add 2 gauntlets and 2 boots. Each unit is listed as an individual but dwarves will grab as many as their little bodies require. I think Toady even did some testing with three-legged dwarves, and they'd go out and grab 3 socks and shoes as required.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 09, 2015, 02:14:14 pm**

I did it, because when I don't they only grabbed one of each that wasn't civilian clothing whenever I made uniforms that didn't just say "footwear" before. Dunno if I was just paranoid or what, but I didn't wanna take chances because of what Spawn bites can do to the unarmored.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 09, 2015, 02:41:16 pm**

Ta-daaaa

[Spoiler: An Urgent Meeting \(click to show/hide\)](#)
In the great, withered land of the Deteriorating Continents, on the vast Mountain of Prices, there is a dwarven city carved into the rock, its position heralded only by a small outer shantytown milling with bedraggled-looking dwarves, with a small fortified guardhouse in the middle. This is the city of Mirrorrasped -- Onulstigaz in Classical -- the capital of the Torrid Lash, and if one were to somehow make their way through the winding, trap-filled corridors of the guardhouse to the central staircase and breach through the heavily-guarded barracks underneath, they would find that there is a vast mountainhall underneath, filled with workshops, dwarves, and of course royal guardsmen keeping careful note of everything going on lest something occur that defies the will of His Gaudiness, winding down, down, deep down, over elaborately-constructed artificial rivers and through bustling marketplaces, into the heart of the mountain and below.

On the very deepest level, just above the vast magma sea, one would find a heavily-guarded, sturdily-constructed pair of iron double doors inlaid with angular gold patterning on the other side of a searing lava moat, the guards surrounding it encased in shining steel armor with brilliant blue larch trees painted on the breastplates.

If one somehow, through some outrageous twist of fate, managed to get past their wall of beautifully-crafted steel and blasted their way through the firmly-sealed doors, they would find a vast hall, its shadow-cloaked ceiling rising at least five stories up above the reflectively-polished obsidian floor and supported by ornately-detailed pillars. The room was illuminated by a soft, lambent glow emitted by small glass bowls of glowing fungus set into the walls and supports. There was a solid-gold throne on the far end of the room, the wall behind it inlaid with platinum in concentric rings and enormous rays around the throne in a pattern that somewhat-resembled a shining silver sun, and which gave the impression that whoever sat in the center of it was extremely important. In the center of the room was a long polished-granite table with silver candlesticks staggered along its length.

However, one would do quite poorly to let their guard down at this point, as high above, waiting in balconies cloaked by the darkness of

the upper reaches, were several dozen highly-trained snipers armed with the highest-quality crossbows, ready to swiftly and brutally terminate anyone who so much as looked to be contemplating causing trouble.

There were six dwarves seated around the table on finely-varnished and engraved nether-cap chairs. They were having a conversation; the atmosphere was tense.

One of the dwarves, currently reclining in a particularly-large and ornate chair on the far end of the table, his head resting on his hand, spoke. "And just why, exactly, have you requested that I take time out of my busy schedule to meet here, Sergeant-General?" he said sleepily, as though he had much more interesting things to be doing at the moment. He was a fairly-impressive figure, with broad shoulders and a voluminous, meticulously-groomed silver beard, and he was made all the more impressive by a billowing purple robe lined with the finest yeti fur and overlaid by an eye-searing array of gold, silver and platinum necklaces, pendants, bracelets, and brooches, all set off by an enormous, bulky-looking solid-gold (at least according to the Archives) crown inlaid with garnets and amethysts resting on his head.

The Sergeant-General, a weathered, grey figure with a close-cropped beard and steel-grey eyes set into a craggy, leathery face, returned the other dwarf's steady, patronising gaze with what he desperately hoped was an expression of cold steel. "It's about Clobbermountains, Your Gaudiness," he said, a very slight quaver in his voice as His Gaudiness's thick silver eyebrows flew up across his forehead; "The situation may soon get out of hand."

There were a flurry of faint murmurs around the table; two lady-dwarves, one rather frumpy-looking and one who was clearly dressed to impress in every conceivable way, who were sitting on either side of His Gaudiness leaned in near him, and the three briefly exchanged a series of inaudible whispers before His Gaudiness looked up at the Sergeant.

"Is that your official tactical assessment?" said His Gaudiness; "You must feel that I'm being quite rash, yes?" His tones were conciliatory, yet his expression indicated that the Sergeant should choose his next words very, very carefully, for his own sake.

The Sergeant bit his lip; in the stiff silence that had set over the table, he could hear his own heartbeat pounding in his ears. "The banshees are becoming irritated," he said softly; he wasn't used to taking a diplomatic tone, but he figured now would be an excellent time to practice. "They're already starting to attack Clobbermountains in earnest, and our other outposts have been seeing more raids as well." The Sergeant swallowed, then continued: "Also, and mind that this is completely off-the-record, but *they're* starting to get anxious as well. We've seen an increase in raids and drone activity. My subordinates are already stretched thin just dealing with random skirmishes; we've been enjoying an uneasy truce of sorts for the past century or so, but if we disturb *them* in earnest, I shudder to think of the carnage." His Gaudiness raised an eyebrow goadingly, as though imploring the Sergeant to get to his point.

"Your Gaudiness, I urge you again," said the Sergeant-General, leaning closer over the table; "Evacuate Clobbermountains. Now. The risk you're taking is unconscionable. I'm sure the Archivist can create a cover story." The frumpy woman scowled slightly, clearly not appreciative of having her services volunteered unwillingly.

His Gaudiness slowly leaned forward, his jewelry clinking and tinkling like a thousand tiny bells as he did so, and steepled his fingers, gazing at the Sergeant steadily. "No," he said quietly, "I don't think I shall. Our forces are invincible. Clobbermountains will not fall."

Suddenly, the Sergeant slammed his fists on his table, making everyone except His Gaudiness and the Royal Archivist jump. "Tumam dammit, Erib, you stubborn troll!" shouted the Sergeant, his marginal level of patience violently shattering; "You can take that fucking arrogance and shove it straight up your ass! We have over a hundred citizens in that death-trap already! Some of my friends' children are down there! I even sent one of my most promising speardwarves in the expedition party! All of them could be killed if you don't fucking *do something!* Just how many dwarves are we to sacrifice to satisfy your fucking pride!?" He slammed the table again, the noise echoing through the halls; "Erib Catchtowns, you *must* order an evacuation *immediately!* I *demand* it!!"

There was a horrible silence, which gave the Sergeant an excellent opportunity to reflect on just how much trouble his outburst had bought him.

His Gaudiness looked at the Royal Archivist.

The Royal Archivist looked at the well-dressed lady, who was incidentally the King Consort.

The King Consort looked at His Gaudiness.

And then they all laughed and laughed. Even the normally-stoic Archivist managed to dredge up a few small, tinkly giggles.

The Archivist leaned forward, focusing her gaze on the Sergeant; she was dressed in a dark blue robe, and had a mop of thick wavy black hair and thick, large, round glasses that together obscured most of her face. The Sergeant was unnerved by the way her dark grey eyes were staring at him; it was as though he was an insect -- no, a circus animal.

"Demand'?" said the Archivist with exaggerated bemusement; she shook her head, clucking quietly. "You don't seem to quite understand how a totalitarian dictatorship works." The other two nodded in solemn agreement.

The King Consort, dressed in a pitch-black, low-cut gown and corset, her collar bedecked by dazzling silver necklaces and a small silver tiara in her short grey hair, leaned in towards her husband. "I think we need to teach this silly man some respect for authority, darling," she said sweetly; "For his own sake." She was very fond of black, as evidenced by her clothing and dark lipstick; her eyes, by contrast, were an extremely-pale blue.

His Gaudiness nodded at his wife, grinning menacingly. "I quite agree, dear," he said lightly. He raised a hand loaded with rings and snapped his fingers three times in quick succession, the jewellery clinking along each time.

Within moments, the Sergeant felt extremely-strong hands encased in smooth metal -- four of them -- clamp around his upper arms; he struggled briefly on reflex, but might as well not have bothered for all the difference it made. He was a fairly-strong dwarf, but whatever was holding him was like an iron vice. He craned his neck up behind himself and saw two dwarves, or at least what he hazarded to be dwarves, their strange electric-blue armor failing to conceal their enormous build -- far bulkier than a normal dwarf. Their faces were concealed completely by their helmets, but the Sergeant swore he could see a very faint red light through the slits in the front; his blood ran cold at the sights. Spawn? That was his first thought. But, no... he'd seen the Spawn of Holistic in person, and they weren't built like this. Wrong bone structure, wrong proportions. He was pretty sure they didn't glow, too.

"Take him to the Pits," ordered His Gaudiness casually; "A few weeks there should teach him to mind his tongue." The Consort giggled quietly next to him; meanwhile, the Archivist was sitting on the edge of her seat, staring at the drama silently, as though watching the climax of a play.

The Sergeant felt the dwarves(?) dragging him backwards, knocking over the chair he had been sitting on as though they didn't even notice it. "You'll be the death of us, Erib!" he hollered at the retreating table; "All of those dwarves' blood will be on your hands, do you hear me!?" His words echoed across the hallway, masking the sound of his heels dragging against the floor. The dwarves at the table all goggled at him across the room. "Mark my words, Erib!" he shouted, as he heard the deep groan of the doors opening behind him; "Soon you will curse the day you rejected my counsel!"

The doors slammed, and the Sergeant's muffled ranting slowly grew more distant until it could no longer be heard.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 09, 2015, 02:51:06 pm**

Holy shit. That is all I can say about that.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 09, 2015, 02:56:16 pm**

delicious. Is that approval to make our own goblin pit?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 09, 2015, 03:09:35 pm**

Quote from: pissskop on August 09, 2015, 02:56:16 pm

delicious. Is that approval to make our own goblin pit?

Of course! Make sure it's outdoors if you can swing it. I want a mutant gladiator arena.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 09, 2015, 03:26:45 pm**

hmmm Mount Clobberstone's gladiator pit, the only one to be placed in the throat of an active volcano!

I demand that my successor add a magma stack to pump lava over the arena.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 09, 2015, 03:45:53 pm**

Quote from: pisskop on August 09, 2015, 03:26:45 pm

hmmm Mount Clobberstone's gladiator pit, the only one to be placed in the throat of an active volcano!

I demand that my successor add a magma stack to pump lava over the arena.

TBH that would probably be prudent in case the mutants get out of hand.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 09, 2015, 11:02:22 pm**

Whoo-ee.
That is all I have to say on the matter.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pisskop** on **August 10, 2015, 12:08:49 pm**

Okay. guess who decided that we didn't need that crate of FORTRESS MADE WEAPONRY? >:(
Spoiler (click to show/hide)



He threw it off the map! One hell of a throw . . .

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 10, 2015, 12:31:40 pm**

An entire box-full of weapons being chucked by an angry dwarf. Why did I laugh at that.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 10, 2015, 01:53:22 pm**

BAHAHAHA ouch.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 10, 2015, 02:24:09 pm**

Dat roid rage

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 10, 2015, 02:32:36 pm**

Quote from: Mr Frog on August 10, 2015, 02:24:09 pm

Dat roid rage

Dude needs to stop shooting so much sweet pod syrup.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 10, 2015, 02:48:09 pm**

Quote from: Splint on August 10, 2015, 02:32:36 pm

Quote from: Mr Frog on August 10, 2015, 02:24:09 pm

Dat roid rage

Dude needs to stop shooting so much sweet pod syrup.

I don't know why but that horrified me beyond description

Like, I hate sticky things quite enough when they're *outside* my body, thanks.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pisskop** on **August 10, 2015, 02:50:45 pm**

oh boi. So it appears squishy Forgotten Beasts enjoy hanging out in Clobbermountains. Being made of filthy and grime and possessing of deadly spittle, the beasty isn't going to be sticking around for long.

But! We did catch a thrall'd goblin thief! He's been assigned to my personal quarters for specimen observation.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 10, 2015, 02:58:46 pm**

Quote from: Mr Frog on August 10, 2015, 02:48:09 pm

Quote from: Splint on August 10, 2015, 02:32:36 pm

Quote from: Mr Frog on August 10, 2015, 02:24:09 pm

Dat roid rage

Dude needs to stop shooting so much sweet pod syrup.

I don't know why but that horrified me beyond description

This made me laugh more than it probably should have, bravo!

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 10, 2015, 03:10:58 pm**

Quote from: pisskop on August 10, 2015, 02:50:45 pm

oh boi. So it appears squishy Forgotten Beasts enjoy hanging out in Clobbermountains. Being made of filthy and grime and possessing of deadly spittle, the beasty isn't going to be sticking around for long.

But! We did catch a thrall'd goblin thief! He's been assigned to my personal quarters for specimen observation.

Depending on the state of his armor, you could try putting him in a pit and using him as our own personal rancor.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 10, 2015, 03:12:00 pm**

Quote from: Mr Frog on August 10, 2015, 03:10:58 pm

Quote from: pisskop on August 10, 2015, 02:50:45 pm

oh boi. So it appears squishy Forgotten Beasts enjoy hanging out in Clobbermountains. Being made of filthy and grime and possessing of deadly spittle, the beasty isn't going to be sticking around for long.

But! We did catch a thrall'd goblin thief! He's been assigned to my personal quarters for specimen observation.

Depending on the state of his armor, you could try putting him in a pit and using him as our own personal rancor.

Thieves don't wear much in the way of armor (closest is any leather civvies they might be wearing.) That dagger will be a concern for those dumped in with him though.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pisskop** on **August 10, 2015, 03:22:04 pm**

~~Well wholly cows, you guiz. We've pick the site clean of non-economic hard rock :o~~

Ignore. dwarves cant has pathing.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 10, 2015, 03:22:42 pm**

Quote from: pisskop on August 10, 2015, 03:22:04 pm

Well wholly cows, you guiz. We've pick the site clean of non-economic hard rock :o

Uh-oh. That's bad, right?

E: Misunderstood, thought for a moment we were out of iron ore. Actually kind of disappointed, lol.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pisskop** on **August 10, 2015, 03:46:23 pm**

No, we've been out of iron for 5 months now. I inherited 50 or so bars.

Ugh, as much as I love the intense combat of 34, I *really* find myself missing the priority system of 40.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 10, 2015, 03:49:22 pm**

Quote from: pisskop on August 10, 2015, 03:46:23 pm

No, we've been out of iron for 5 months now. I inherited 50 or so bars.

Ugh, as much as I love the intense combat of 34, I *really* find myself missing the priority system of 40.

DEEEEEEEG

Also, that doesn't sound good.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pisskop** on **August 10, 2015, 04:16:46 pm**

Holistic ambush! They got right inside the trade depot while the dwarves were there trading! Most of 'em as still considered wrestlers, so . . .

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 10, 2015, 04:18:22 pm**

Spawn don't come packing weapons, so they'll always be considered wrestlers. Thank the gods.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 10, 2015, 04:32:37 pm**

Holy carp they're toughies.

Lets see . . . We have a hero dwarf, Wolf died, and it looked like a mosh pit out there.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 10, 2015, 04:35:37 pm**

Quote from: piisskop on August 10, 2015, 04:32:37 pm

Holy carp they're toughies.

Lets see . . . We have a hero dwarf, Wolf died, and it looked like a mosh pit out there.

Comes from only having two weaknesses (they're more vulnerable in general combat in v40 thanks to pulping.)

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 10, 2015, 04:48:47 pm**

Quote from: piisskop on August 10, 2015, 04:16:46 pm

Holistic ambush! They got right inside the trade depot while the dwarves were there trading! Most of 'em as still considered wrestlers, so . . .

Spawn should always be wrestlers, as I didn't give them weapons.

E: Missed a bunch of posts. Oopsle-dizzles.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 10, 2015, 04:51:03 pm**

I know they have natskills, but didnt know they lacked weapons.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 10, 2015, 04:53:58 pm**

They had brains, though, according to the combat logs.

pedit: you bugger!

Spoiler (click to show/hide)

```
[I_EFFECT:ADD_SYNDROME]
[IE_TARGET:A]
[IE_IMMEDIATE]
[IE_ARENA_NAME:Spawnitis]
[SYNDROME]
[SYN_NAME:holistic spawn bite]
[SYN_AFFECTED_CREATURE:DWARF:ALL]
[CE_CAN_DO_INTERACTION:PROB:15:START:100000:END:20960]
[CDI:ADV_NAME:Initiate Spawnitis]
[CDI:INTERACTION:SPAWN_FEVER]
[CDI:TARGET:A:SELF_ONLY]
[CDI:TARGET_RANGE:A:0]
[CDI:MAX_TARGET_NUMBER:A:1]
[CDI:FREE_ACTION]
[CDI:WAIT_PERIOD:20960]
```

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 10, 2015, 04:57:18 pm**

Quote from: piisskop on August 10, 2015, 04:53:58 pm

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[I_EFFECT:ADD_SYNDROME]
[IE_TARGET:A]
[IE_IMMEDIATE]
[IE_ARENA_NAME:Spawnitis]
[SYNDROME]
[SYN_NAME:holistic spawn bite]
[SYN_AFFECTED_CREATURE:DWARF:ALL]
[CE_CAN_DO_INTERACTION:PROB:15:START:100000:END:20960]
[CDI:ADV_NAME:Initiate Spawnitis]
[CDI:INTERACTION:SPAWN_FEVER]
[CDI:TARGET:A:SELF_ONLY]
[CDI:TARGET_RANGE:A:0]
[CDI:MAX_TARGET_NUMBER:A:1]
[CDI:FREE_ACTION]
[CDI:WAIT_PERIOD:20960]

They don't need thier brains. If you'd paid attention you'd have seen that one got its head bashed in during an earlier turn and kept on truckin'. Frankly the more I think about it the less I like it (due more to the game's priorities being HEADDAMAGEHEADDAMAGEHEADDAMAGE than even my own distaste for things that take a disproportionate amount of effort to kill for no rewards.)

That response to the syndrome leads me to believe we're going to need... A few, replacement soldiers.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 10, 2015, 05:09:03 pm**

Quote from: Splint on August 10, 2015, 04:57:18 pm

Quote from: piisskop on August 10, 2015, 04:53:58 pm

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[IE_TARGET:A]
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[IE_ARENA_NAME:Spawnitis]
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[CDI:ADV_NAME:Initiate Spawnitis]
[CDI:INTERACTION:SPAWN_FEVER]
[CDI:TARGET:A:SELF_ONLY]
[CDI:TARGET_RANGE:A:0]
[CDI:MAX_TARGET_NUMBER:A:1]
[CDI:FREE_ACTION]
[CDI:WAIT_PERIOD:20960]

They don't need thier brains. If you'd paid attention you'd have seen that one got its head bashed in during an earlier turn and kept on truckin'. Frankly the more I think about it the less I like it (due more to the game's priorities being HEADDAMAGEHEADDAMAGEHEADDAMAGE than even my own distaste for things that take a disproportionate amount of effort to kill for no rewards.)

That response to the syndrome leads me to believe we're going to need... A few, replacement soldiers.

All I care about is a) did it work as intended and b) did they fart

E: Also, I cannot describe the joy I felt at pisskop's post. I have now surprise-fucked two separate succession forts with the Spawnitis bite. What a time to be alive.

E2: Also, I'm like 99% sure that their "heads" don't even have the HEAD tag, so the game shouldn't prioritise attacking them. I might be wrong, though.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pisskop** on **August 10, 2015, 05:24:59 pm**

In any case, we did pretty well because I was able to muster the speardwarves and enough civilians distracted them. You cant hit what dodges.

I didnt check, but is their bite tracked to their teeth or mouth?

pedit: Tooth. All the the macemen and hammermen bashed the teeth out of the spawn. :P

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 10, 2015, 05:27:24 pm**

Quote from: pisskop on August 10, 2015, 05:24:59 pm

In any case, we did pretty well because I was able to muster the speardwarves and enough civilians distracted them. You cant hit what dodges.

I didnt check, but is their bite tracked to their teeth or mouth?

pedit: Tooth. All the the macemen and hammermen bashed the teeth out of the spawn. :P

I wouldn't make a whole lot of sense for them to bite without teeth (plus I think that's the only way to get them to actually use the teeth to cut?), although part of me wishes it were possible to make them just try to gum you in lieu of actual teeth.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 10, 2015, 05:28:25 pm**

Storytime! I'll probably come up with something better (a picture) soon, but here's it anyway.

Spoiler: Wall of text. (click to show/hide)
...The Royal Cavern, also known as Urvad gardens, was indeed the place where the gentledwarves of Torrid Lashes could enjoy respectable recreation in a calm, benign atmosphere of a well-kept funky grove. One could never find this picturesque location empty at any time, even though only the most noble were able to stroll through the Cavern, talking about weather and His Gaudiness' Consort's new dress. Some high men of office, though, did find a way in, including the Chief Lawmaking Prosecutor, who found himself on a small pathway hidden behind two giant tower-caps. Hesitatengly he crossed a tiny wooden bridge, crawled trough a mossy passageway and stopped by a large shiny thump, covered in layers and layers of polish in order to look like a chair. Chief Prosecutor was not appreciating the nature beauty. In fact, he was scared, terrified to a point of shock and complete numbness. His weary legs brought him there, but he could walk no more. Astoundedly, he looked around and finally chose to rest on a comfortable pile of moss, surrounded by quarry bushes.

It took almost an hour for a battle-weathered dwarf to calm down. "This job really shattered my nerves". He though. "I ought to take a vacation, or a day-off, at very least". The shrubbery around murmured soothingly, and a pair of elk birds were bellowing far away, reminding Prosecutor of his home. "I probably gotta go". He thought, rising on his feet. "I don't wanna miss the evening meal, those sunshine cakes taste even better than they look". He froze. A huge, slender humanoid figure, which was following him the whole day, was standing right beside him. It was clad in mat black armor, which covered the creature from head to toes. The armor looked much like elven grown wood armor exept for it's unnatural colour. "It is not a vision". The Chief Prosecutor said to himself, shivering madly. The creature was real, an he simply had nothing to do but to ask:

"Who are you?"

The figure crossed it's long hands, not trying to reach for weapons or anything. The Prosecutor felt shame over the fact he was scared shitless of this person, no matter who he was. In fact, it took more than a cornstalk in an elvish suit of armor to make him lose his nerve! The Prosecutor readied him self for a fight.

"I am Blackwood". The figure replied in a deep voice. Dedpite the lack of accent, that voice was clearly non-dwarven. "A human or a more like a dirty elf". The Prosecutor thought.

"May I ask you for your name, good sir?"

The Prosecutor introdused himself, straightening himself and strengthening his voice. After all, he was an honorable servant of his Gaudiness, even though his opponent was a probably a mere trespasser, who was about to get arrested and thrown away by the guards.

"It is a pleasure to meet you, Sir Prosecutor." Blackwood glanced at him with black, insect-like eyes. The Chief Prosecutor shuddered, but calmed himself again. "What a strange helmet he is wearing".

"What's your business?"

"I am here to pass you the offering of my master, his Excellence." The elf in question nodded. "I am sure you will not leave this issue unattended".

"What is it?"

Blackwood stood idly. He reminded Chief Prosecutor of a gabbro statue, placed in the caverns by some bored mason.

"This is a matter of... utter importance. Do you know about the General?"

"What general? Ugh... You are talking about Sergeant General?"

"Yes. The one that was banished to the Pit".

The Prosecutor sighed. He did not really want to discuss the theme, as he didn't want to be mixed in, only signing the needed documents and leaving everything else to the Secret Office. Only after a while it struck him that the elf was talking about classified information.

"What are you talking about? What Pit? He is curreintly inspecting the northern border!" The Prosecutor shouted. Blackwood didn't seem to react at his outrage, instead lowering his head and looking in the dwarf's eyes.

"Don't act dumb". The elf stammered. "Listen here. Even though my master generally agrees on this measure, he wants to make sure that the General stays alive and in one piece. Understood?"

The Chief Prosecutor was silent. Not that the request was impossible, but that would probably go against His Gaudiness' orders, and those dwarves who fail to follow those orders usually found themselves in a re-education centre.

"...Or what?"

"Or an unfortunate accident might happen." Blackwood scratched his helmet-covered chin, looking above the dwarf. "Now, tell me. Do you accept the offer?"

"...No, I simply can not". The prosecutor shook his head. His Gaudiness' secret service was much more real than the threats of some elven grunt. And, after all, wasn't he a faithful subject of his king? He was, and he wasn't scared of some pesky nobility and their conspiracies.

"Well, that is you choice". Blackwood sighed and seated himself on a thump. The Prosecutor waited, but the elf seemed to ignore him.

"Am I free to go?" He asked, scratching his beard nervously.

"You may leave." Blackwood replied patienly, raising his hand.

The Chief prosecutor walked back, looking around. There were no more goons to pursue him, and Blackwood was far behind. He stopped on the bridge, to look at his reflection. "That was the right choise, after all". He thought. And suddenly, something grabbed him by his neck, lifting him in the air and sending him down with an unparalleled force. The prosecutor fell in the shallow stream, hitting sharp stones with his face. He tried to scream, but the attacker grabbed him again and pulled him undewater, into the river of muddy water and blood. He struggled against the grip, and finally managed to scream, but the thing that was mauling him forced him to fall silent and his screams were not heard again.

"...I accept your offer". The Chief Prosecutor replied softly. "But tell me, will His Gaudiness be pleased by this?

"Do not worry, he will not mind you taking this actions". Blackwood nodded. "Good. Now, promise me that this little talk will remain personal".

"I promise".

The Chief prosecutor walked back, looking around. There were no more goons to pursue him, and Blackwood was far behind. He stopped on the bridge, to look at his reflection. "That was the right choise, after all". He thought. "I'll help a good man, yeah". The reflection did not reply. In fact, it neither approved nor criticised his choise. The Prosecutor smitked. It was time for him to go home.

Blackwood did not really care about the Prosecutor. In fact, he was fighting the all-sweeping hunger that tried to overcome him at that moment. But that dwarf was not enough to satisfy it, neither was that whole mountainhome. The whole elven nation was more like it.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 10, 2015, 06:18:46 pm**

Tumal, Light of Hope in our Dark;

We let the humie run free, and eventually it left the map through the cavern. Who knows what adventures await a maimed human who can't see in the dark. Perhaps a warrior's death.
The guard began using the archry range, utilizing their brief time off to enhancer skills they otherwise have no access to. We have dug out a room for my child, and finished digging out the cistern. The entrance to the next cavern has been secured via a lever in my room, across from the mutant goblin thief we have chained up. The beast tries without fail to escape his confines, to the point of being quite harmless to us.

While stationed topside a speardwarf named Besmar flung a crate of weapons clear into the horizon! We dare not risk the seeting mist to go get it, so its lost to us.
Spoiler: Flung weapon crate (click to show/hide)

Besmar Fashèzum, Speardwarf cancels Pickup Equipment: Throwing t
Besmar Fashèzum, Speardwarf cancels Pickup Equipment: Throwing t
Besmar Fashèzum, Speardwarf cancels Pickup Equipment: Throwing t



He will be given no punsihment despite the lose of property because the one punch he threw landed upon metal gauntlets.

We had just finsihed digging out our entrance and hooking up the bridge when a forgotten beast of small worth appeared.
Spoiler: Kobem (click to show/hide)

The Forgotten Beast Kobem Ostëshshasar has come!
A towering blob composed of grime and filth. It
has a square shell and it undulates rhythmically.
Beware its deadly spittle!

Press Enter to close window

1 shot from a bone crossbow fixed it good, bisecting it.

We began construction of an arena today. we started by building a tunnel and bridge as well as a quick access staircase, and then continued from there. Unfortunately, the designated dump items were still being carelessly flung into the caldara, with lethal results for a working mason.

Spoiler: Goblin skelingtons (click to show/hide)



The <Bâx Susälogur's partial skeleton> strikes The Stonemason in the left upper leg, jamming the bone through the left hip's muscle and shattering the left hip's bone!
The Stonemason falls over.
The <Ohsralle Lalrohaedrirre's partial skeleton> strikes The Stonemason in the left upper leg, shattering the bone through the x<phantom spider silk trousers>x!
The Stonemason gives in to pain.
The Stonemason regains consciousness.
The Stonemason is no longer stunned.
The Stonemason gives in to pain.
The <Ohvdoth Ziebviesymdoh's right hand> strikes The Stonemason in the left upper leg, bruising the muscle through the x<phantom spider silk trousers>x!
The Stonemason regains consciousness.
The <Bâx Susälogur's left foot> strikes The Stonemason in the head, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Stonemason has been knocked unconscious!
SibreK Uodalâth, Stonemason has been found dead.

The work continued, a jail established and a food stockpile dug, as well as work on getting myself a nether-cap bed to sleep on. I get chills thinking about how it will sooth my aching bones . . . My muscles often hurt, and are quite tight.
My musings are interrupted with the arrival of the dwarven caravan. They sidle on up, and we bring our marvelous crafts; the chief among them being the exceptional quality gold wheelbarrows I have been crafting all year. 24 of them by now, with maybe half being exceptional. Speaking of exceptional, I have officially moved into my quarters! I was just relaxing in my office, asdorned with its artifact armor stand, when the mayor runs up, panting.
'I'VE BEEN OVERTHROWN!! Stop their madness, reinstate me as the rightful mayor! I beseech you! I made you! They can't do this to meeee!'

It seems that Mister No-One-Of-Consequence was outvoted by Shem the marksdwarf. Humph. I'm not destroying the rightful gain of a

fellow Xbow. He'll have to make due. But I did decide to create a proper mayoral office. I was halfway through with laying out the furniture and establishing our cistern floodgate lever when I heard about the attack.
Spoiler: Holistic Ambush! (click to show/hide)

Citizens <175> Pets/Livestock <33> Others <57> Dead/Missing <182>		
Grey Parrot		Wild Animal
Grey Parrot		Wild Animal
Grey Parrot		Wild Animal
Meng Låluthurist, Holistic Spawn Wrestler		Invader
Lör Zotirgikut, Holistic Spawn Wrestler		Invader
Ushang Asdosmostod, Holistic Spawn Wrestler		Invader
Iden Idokasmel, Holistic Spawn Wrestler		Invader
Ushang Leshaltorir, Holistic Spawn Wrestler		Invader
Tulon Nokinciloh, Holistic Spawn Wrestler		Invader
Tikis Nakuthèrith, Holistic Spawn Wrestler		Invader
Osod Seshorbor, Holistic Spawn Thief		Hostile
Stray Horse <Tame>	Merchant <Caged>	
Stray Buck Rabbit <Tame>	Merchant <Caged>	
Stray Nanny Goat <Tame>	Merchant <Caged>	
Stray Turkey Gobbler <Tame>	Merchant <Caged>	
Mosus Dorenrisen, Marksdwarf	Merchant	

Imgur is not cooperating tonight, and Its not uploading my pics of the holistic :| posting the rest when I can.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 10, 2015, 06:39:09 pm**

>Xbow

Would it really kill people to type out the whole damn word?

As to imgur, glad I'm not the only one having issues with it.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 10, 2015, 06:42:34 pm**

but I literally refer to them as 'x'bows. Its slang?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 10, 2015, 07:22:53 pm**

So basically a mason just died because he was knocked out under a dump site by a falling skeleton and our dwarves continued to dump goblin parts on him over and over until his head got smashed in. Sweet.

E: **@Monitor_Lisard**: Good piece BTW, although the formatting for the text is a bit unusual. I'm wondering just what the hell Blackwood did to the Prosecutor, lol. He seemed eerily-complacent afterwards...

Just want to point out (for the sake of reminding) that *vampire OCs are totally okay* (since I'm 95% sure that Blackwood is supposed to be a vampire of some sort, or perhaps a very powerful necromancer) but please keep it within the bounds of vanilla-ish DF, as per the OP, and to not make him too overpowered or special. I really hate to say that, since I hate shackling peoples' creativity, but I've seen firsthand how that kind of stuff can snowball after a while, hahaha.

Looking forward to the picture!!

E2: Fiddled with the wording a lot.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 11, 2015, 04:03:21 am**

Writing stuff on phone equals having problems with format. Also, don't worry, Blackwood isn't as OP as he probably looks. Two alternate endings were left just for fun and for readers choice, unless you want to believe that the elf gave the Prosecutor visions or something. He is is a vampire-like creature and an elven sorcerer, after all.

About the "accident"... I'm not really sure. Was going more for a hired assassin or a mind-controlled troll/ruthurer here. Sith-style force push sounds cool, though.

"I find your lack of faith disturbing".

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 11, 2015, 05:34:53 am**

@ Mr Frog - "Snowball" is a bit of an understatement.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 11, 2015, 09:55:15 am**

. . . Holisitic Spawn! From the gates we heard their unholy wails, guttural noises; and the entire military musters to defend the fortress and the caravan.

The caravan guards kept the critters at bay long enough for us to swarm over the spawn, macedwarves smashing at feet and teeth while the spearmen aimed for the brain and the marksdwarves provided rather ineffective cover fire. It wasn't that the marksdwarves *missed* so much as they couldn't cause damage to such a monster.

Spoiler: Fight01 (click to show/hide)

Array

The fight went well, everything considered. We lost a few unnamed recruits. From the shadows emerged more and more spawn, likely theives who also took part in the fight. Clouds of mist spored over the ground, and into our arena. We have indeed confirmed that the arena will be periodically covered by mist.

When the main fight was over we had more spawn teeth than we knew what to do with, but we still had even more spawn to struggle against. I'd wager that the spawn are good experience for a massed unit of dwarves, because I can't recall them falling unconcious.

Spoiler: Fight02 (click to show/hide)



As winter fell upon us we began to clean up the surface and continue our arena.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 11, 2015, 09:57:21 am**

. . . Also you can see I set up a ton of golden nest boxes and pastured all the egg lays of the fort into the room. We have a female cave croc trained, and I'm contemplating letting her in there. probs will.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 11, 2015, 12:31:30 pm**

So guiz. those bashees are just too weak. They came on giant bats and with with auxillery trolls.
[Spoiler](#) (click to show/hide)



Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 11, 2015, 12:35:12 pm**

Also
[Spoiler](#) (click to show/hide)



defanging the spawn seems pretty valid in in-of-itself

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 11, 2015, 01:53:35 pm**

Arena is a-go-go

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 11, 2015, 02:37:12 pm**

Quote from: Monitor Lisard on August 11, 2015, 04:03:21 am

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About the "accident"... I'm not really sure. Was going more for a hired assassin or a mind-controlled troll/ruthurer here. Sith-style force push sounds cool, though.

"I find your lack of faith disturbing".

Kinda disappointed that it was just alternate endings, tbh; I found the whole "wait, wasn't he against this!? What did Blackwood *do* to him!?" angle really disturbing in a surreal sort of way. Like, I thought Blackwood had tampered with his brain while he was out or something (since that's within the range of powers vampires classically tend to have) and I just find the whole idea of having your mind tampered with without you even knowing absolutely-horrifying.

Spoiler: Non-Fortress Wankery (click to show/hide)

Also, if Blackwood is actually some kind of ancient vampire, I'd imagine he'd have some kind of rivalry of sorts with the Royal Archivist, as they'd both be vying for the role of "Really Really Old Thing That Manipulates Shit From Behind The Scenes" and the Archivist does *not* like sharing. I'd imagine there'd be a bit of tension there, since they can't really do anything about each other -- the Archivist can't eliminate Blackwood indirectly since he's probably good at hiding and getting zombies to recognise and attack vampires is an absolute nightmare even for an experienced necro, and a direct confrontation would be disastrous for Blackwood since he's still undead and so is probably extremely vulnerable to the Archivist's necromancy. Ohhhh, I love this.

One small bitch, though: Blackwood probably shouldn't wear special armor. Drawing attention to oneself seems like suicide for a vampire.

@**Pisskop**

The banshees are supposed to be pretty weak in direct combat. Their main function is to force you to keep the fort both combat-ready and open at all times, since if a large ambush party turns up and your fort is closed they'll very likely to be able to get off at least one wave of screams before you notice them. Ditto if a huge siege turns up and you lack the personnel to combat them; you *can't* just shut them out because they'll just cripple your workforce and leave you to perish in a hail of Urist cancels Give Water: Unconscious and Urist cancels Give Food: No food available.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 11, 2015, 03:39:29 pm**

So umm, highlights of my reign include a baby falling into the volcano and finding adamantine, Splint dying, goblins ambushing, 2 or 3 holistic ambushes waves and 1 holistic siege. And I completed my tomb ^-^ and I have a hero's name!

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 11, 2015, 03:54:42 pm**

Quote from: piisskop on August 11, 2015, 03:39:29 pm

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How the fuck did you manage to lose a baby in the volcano

This is going in the quotes bank just for that first clause.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 11, 2015, 04:00:03 pm**

@Mr Frog:

Being an elven outcast among highly-chauvinistic dwarves, he would've been suspicious even without armor. He's in a slightly more difficult position than the Archivist, because, unlike her, he cannot enjoy free movement in the mountainhome or acceptance of the local population elsewhere. However, he utilises the same tactic of hiding behind a well-known public figure, one of the duces, for example. I don't know if His Gaudiness knows full truth about the Archivist, but His Excellence does know who he is employing. In fact, he wanted to make use of Blackwood's special talents in spite of him being a vampire and such. And yes, he is good at hiding.

If Blackwood being able to alter one's thoughts wasn't too OP, that would be the easiest thing he could do. Grab the Prosecutor (vampire fists do pack quite a punch), half-drown him to a point of unconsciousness and then conduct a dark rite to change his memories. Sweet.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 11, 2015, 04:13:47 pm**

Quote from: Monitor Lisard on August 11, 2015, 04:00:03 pm

@Mr Frog:

Being an elven outcast among highly-chauvinistic dwarves, he would've been suspicious even without armor. He's in a slightly more difficult position than the Archivist, because, unlike her, he cannot enjoy free movement in the mountainhome or acceptance of the local population elsewhere. However, he utilises the same tactic of hiding behind a well-known public figure, one of the duces, for example. I don't know if His Gaudiness knows full truth about the Archivist, but His Excellence does know who he is employing. In fact, he wanted to make use of Blackwood's special talents in spite of him being a vampire and such. And yes, he is good at hiding.

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Spoiler: More Non-Fortress Wank (click to show/hide)
Vampire mind-control is typically very very limited in stories anyways. It varies, but direct prolonged eye-contact is generally a must throughout the act, they usually can't be wearing any sort of eye coverings (which would also make the Archivist a thorn in his side, because she wears extremely thick lenses), and even then it's possible to resist the control with enough willpower. A complex mind-fuckery like what Blackwood did would be pretty much require the victim to be unconscious and unresisting throughout. Jarring the victim (physically or emotionally) also tends to end the effect, I think, although there may be permanent damage done in this case.

My main concern with the armor is that they make him too *recognisable*. He could probably easily blend in as an elvish slave or freeloader but the armor gives him too much of an instantly-recognisable, conspicuous look -- it'd be hard to keep a low profile. Although, something that occurs to me is that he could still easily pretend to be an ordinary elvish hobo and only put on the armor when it's time to get dirty, thus being able to keep to himself while the authourities waste time chasing a "black knight" that doesn't exist.

As another detail, I'd think that the armor would be fairly-light (although he'd still be completely-covered by dark cloth and stuff), as he'd probably need to move stealthily.

I think the royal family is aware on some level of what the Archivist is -- they may not know the full extent of her powers, but they do know that she's immortal and has been the family's personal advisor since before the kingdom's formation, and has simply been quietly rewriting the Archives every 80 or so years to say that she'd taken up the position a few decades ago after her (nonexistent) predecessor died or retired. Knowbody knows enough about her to question it since she rarely appears in public, and the few that do know better than to broadcast their suspicion.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 11, 2015, 04:16:51 pm**

Winter

The winter was heralded in by a second banshee siege. This time they brought along their beak dogs and trolls, but fared little better. We fought them out of our entrance hall, shoving them back to their swamps and capturing 2 beak dogs. I have chained one up for practice.

Shortly after the breaking of the siege, before all the militia even got back inside, a holisitic ambush took place, and we smote that as well; with 2 casualties.
Spoiler: smite (click to show/hide)



Spoiler: Toothes (click to show/hide)



by Holistic Spawn Wrestler.

Spoiler: Splint (click to show/hide)

'Splint' Ralbisól Kîrarshar Soloz, Colonel has been found dead.
Catten Fikodelis, Herder cancels Store Item in Stockpile: Item
inaccessible

during the fighting, Splint was stricken down, and we are left without a leader for our army. I have taken over in the interim.

With all of the blood and guts flying around, I have finally finished the preparations for the Cistern. I have modified a mining shaft to hold water, and hooked a door up by lever to contain the water. *If the water gets out, it will flood downwards!*

Spoiler: cistern (click to show/hide)



Luckily, most of the fort is well above the water line I have created, and it even drains into molten rock, so expect nothing more than a huge movement of water and steam.

I have ordered the master engraver to engrave my quarters, alone and without help. This will take longer, but ensure it is done right.

Spoiler: Engraver (click to show/hide)



He's so good the walls actually look alive with children when painted red :P

In obsidian, a goblin Siege appeared! The goblins have decided to join our neighbors in securing our destruction! We will brush aside the single squad of pikemen and secure my place as a hero, as I now have 4 noteable kills.
[Spoiler: Goblin](#) (click to show/hide)



They were interrupting my preparations in the arena. The arena was functionally complete, but I wanted it spiced up as much as possible. I've added a statue down there, a hol3 for corpse removal, 4 weapon traps with 1 iron maul in them apiece, and then some blinders for the hauling dwarves who kept shying away from the arenas inhabitants.
[Spoiler: Arena](#) (click to show/hide)



Anyone who operates the arena should keep in mind that the top designation zone is for creatures, the bottom for refuse.

Well, to get back from fun to war, the surviving goblins fled north, passing high fives to a newly arrived force of Holistic spawn. This new siege, the third wave of attack, required we only regroup and wait, as we are all already topside and prepared for the fighting.
[Spoiler: High Five](#) (click to show/hide)



They were put down like those before them, at the cost of a few more lives. The military is in poor spirits; although adding the 'patrol' fix might help a lot. I haven't used it. >.<
Spoiler: End (click to show/hide)



I recruited Splint's second-in-command to take over for him, ensured my tomb was sufficiently laid out, and retired to my room across from my Son's too war wary to tend to the needs of the fort for the time being.
Spoiler: Hero Pisskop (click to show/hide)

FPS: 99 <50>Psskp' Ktmdms Lbs Mss, "Psskp' Spkrgld th Apex of Trgdy", cptn of th grd

'Pisskop' Kutamdomas Lebes Mosos has been fine lately. She talked with a child lately. She had a pretty decent drink lately. She was nauseated by the sun lately. She was disgusted by a miasma lately. She has been annoyed by flies. She took joy in slaughter lately. She is married to 'ImagoDeo' Takenirror and has one child: Nil Honorcopper. She is the daughter of Edēm Allypaddle and Mafol Kingdomsgalleys. She is an ardent worshipper of Iumam and a faithful worshipper of ók Cradledsave. She is a citizen of The Torrid Lash. She is a member of The Everlasting Bodices. She is a former member of The Cunning Furnaces. She is a former member of The Peaceful-Faith of Mirth. She is an enemy of The Gale of Staves. She is an enemy of The Ruthlessness of Rampaging. She is an enemy of The Dimpled Swamps. She is an enemy of The Wealthy Sabre. She is the captain of the guard of The Everlasting Bodices. She is the former militia captain of The Everlasting Bodices. She arrived at Avédonol on the 17th of Sandstone in the year 201. She is twenty-seven years old, born on the 6th of Limestone in the year 178. She is strapped with massive amounts of muscle and lard. Her hair is extremely long. Her nose is somewhat short. Her hair is golden yellow. Her skin is sepia. Her eyes are heliotrope. She is mighty and very agile, but she is flimsy.

'Pisskop' Kutamdomas Lebes Mosos likes ash glaze, brass, onyx, the color violet, suns, cages, rings and rabbits for their ears. When possible, she prefers to consume pileated gibbon, flounder and river spirits. She absolutely detests oysters. She has a great feel for the surrounding space, good creativity, good intuition and the ability to focus, but she has poor analytical abilities and a poor ability to manage or understand social relationships.

She often feels discouraged. She loves to defy convention. She is slow to trust others. She winks when she is nervous. She needs alcohol to get through the working day. She likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

Spoiler: Pisskop's tomb (click to show/hide)



I, Pisskop Speakerguild the Apex of Tragedy, have even gone as far as to kill a holistic spawn with my crossbow. With my steel pick, I will smite those who would dodge justice! . . . just not as the supreme overseer of logistical operations any longer.

The map layout (<http://mkv25.net/dfma/map-12504-clobbermountains-clobbermountains>), without downloads.
The Fort Download (<http://dffd.bay12games.com/file.php?id=11047>).

Wow. I'm calling bullshit on that death. What the fuck killed me? Bleedout? head damage?

EDIT: Why is it the minute I leave the soldiers under anyone else's care they start dying?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 11, 2015, 04:32:31 pm**

Soo. I dont have anything 'ongoing' for the next player; so much as 'little touches'.

I have set up a hospital, have several refuse points, set refuse cartiledge and 'other' to be dumped in the hole in the arena, and have moved the masonry to the bottm of the second cavern. There is iron somewhere around that level, look for the tunnels and excavations I've done in the lower right.

I've set up hotkeys for my own convenience, and there is a room that used to be a hospital 2 zlevels above hotkey F6 that is now functionless. We need more dorms, and I only added maybe 12 beds to that; but we do have a topside dorm with 15 or so beds.

Ive set melting down of imported goods to the top left smelter, and havent' designated the goblinite to be melted yet.

We have a cistern and several wells, so keep an eye out for spooky substances and what dwarves go where. We have a functioning jail, but had no use for it because the mayor is the only one to issue demands and thus far his demands have been easy to fill.

We despairatly need iron armor, so please review the military rooster and equipment for that.

The seeting mist *will* come from the volcano caldera and will smother the crater, so call the dwarves inside if need be. I've set 'Topside Restriction' burrow to do this.

I saw a GCs in the second caverns, as well as a cave dragon. They'd be of use caught alive.

Keep an eye on the birds using the farm nest boxes. Whether or not you want baby birds.

pedit: We need more soap.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 11, 2015, 04:37:06 pm**

Quote from: Splint on August 11, 2015, 04:25:35 pm

Wow. I'm calling bullshit on that death. What the fuck killed me? Bleedout? head damage?

EDIT: Why is it the minute I leave the soldiers under anyone else's care they start dying?

You died because you rushed forward into the spawn before the backup arrived :(You were chasing the fleeing critters and got seperated.
Spoiler (click to show/hide)

FPS: 100 (50)

'Splint' Ra

'Splint' Silverypeaces the Righteous Mile of Worshipping was a dwarf born in 138. He was of unknown parentage.

In the early spring of 201, 'Splint' became a member of The Everlasting Bodices.

In the early spring of 201, 'Splint' settled in Clobbermountains.

In the early spring of 201, 'Splint' became romantically involved with 'Mikethete' Ringriddled the Sensitive Ferocity of Harmonizing.

In the early spring of 201, 'Splint' became the militia commander of The Everlasting Bodices.

In the late spring of 202, 'Splint' became an enemy of Frokodrulbin.

In the late summer of 202, 'Splint' became an enemy of The Ruthlessness of Rampaging.

In the late summer of 202, 'Splint' struck down the goblin ūsbu Uisetorments with a iron spear in Clobbermountains.

In the late summer of 202, 'Splint' struck down the goblin Olngö Wraithdawn in Clobbermountains.

In the early winter of 202, 'Splint' struck down the goblin Snamoz Tinsteals with a iron spear in Clobbermountains.

In the midwinter of 202, 'Splint' struck down the goblin Dostngosp Waywardwitch with a iron spear in Clobbermountains.

In the late spring of 203, 'Splint' struck down Rovod Hushedsling with a iron spear in Clobbermountains.

In the midautumn of 203, 'Splint' struck down the goblin Song Practicescourges with a iron spear in Clobbermountains.

In the late winter of 203, 'Splint' became an enemy of The Dimpled Swamps.

In the late autumn of 204, 'Splint' became an enemy of The Wealthy Sabre.

In the late autumn of 204, 'Splint' was struck down by the holistic spawn Setnek Sewergrieving in Clobbermountains.

In the late autumn of 204, 'Splint' ceased to be the militia commander of The Everlasting Bodices.

Related Historical Figures

Likot, object of worship
Uumom, object of worship
'Mikethete' Ringriddled the Sensitive Ferocity of Harmonizing, lover, b. 139

Related Entities

The Torrid Lash (member)
The Everlasting Bodices (member)
Frokodrulbin (enemy)
The Ruthlessness of Rampaging (enemy)
The Dimpled Swamps (enemy)
The Wealthy Sabre (enemy)
The Everlasting Bodices (militia commander, 201-204)

Six Notable Kills

ūsbu Uisetorments the goblin, b. 23 d. 202
Olngö Wraithdawn the goblin, d. 202
Snamoz Tinsteals the goblin, d. 202
Dostngosp Waywardwitch the goblin, d. 202
Rovod Hushedsling the dwarf, b. 179 d. 203
Song Practicescourges the goblin, d. 203

Two Other Kills

One cassowary (♀) in Clobbermountains
One great horned owl (♂) in Clobbermountains

As to the exact manner of death it was definitely trauma. those little holisitc spawn like to wrestle, and once they pop a joint it only goes downhill.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 11, 2015, 04:51:04 pm**

Welp, it's official. My dwarf was a disgrace to the Torrid Lash for dying with so few kills worth even a passing mention in anyone's history books. He didn't even deserve the title of Spearmaster dying like that.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 11, 2015, 04:52:10 pm**

You died so that the others in your squad could live. There were only 2 deaths from the spearsquad all year.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 11, 2015, 05:00:00 pm**

Something tells me the game's combat AI disagrees with that sentiment.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 11, 2015, 05:04:08 pm**

I think we have galena lying around somewhere; we might be able to forge a few silver spikes to chew up the Spawn's ranks a bit, since we seem to be taking quite a few casualties (RIP Splint).

Also Jesus I can't even begin to imagine the carnage if we managed to gas the cave dragon. Muhahaha. Too bad it'd die after a year; I think I might extend the time limit if I use the mist again in a fort.

PMing Gwolfski presently.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 11, 2015, 05:57:09 pm**

204 was the first year of Declared War upon the Torrid Lash.

With 4 attacks, we face a 3pronged war.

Here is the later half of the list of sentient dead from my reign:

Spoiler (click to show/hide)

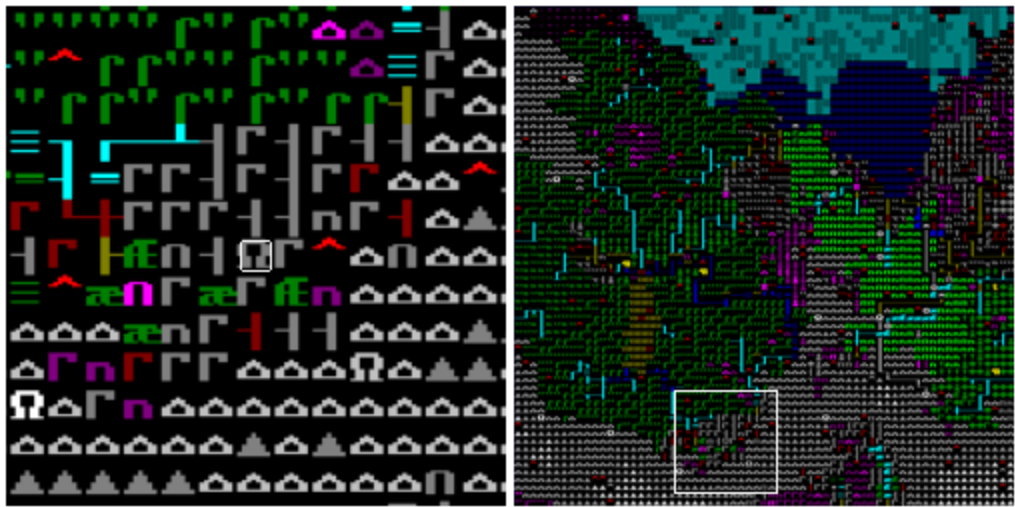
108. the tiger Durre, in 204 (Struck)
109. the banshee Durre Beanlash, in 204 (Struck)
110. the dwarf Eral Goldenspeeches, in 204 (Struck)
111. the holistic spawn Bomrek Bootgoads, in 204 (Struck)
112. the dwarf Zulban Tunnelwalls, in 204 (Struck)
113. the dwarf Kosoth Oilyliving, in 204 (Struck)
114. the holistic spawn Ngoto1 Channelrams, in 204 (Struck)
115. the holistic spawn Elcur Blotchlancer, in 204 (Struck)
116. the holistic spawn Fenglel Shady menace, in 204 (Struck)
117. the dwarf Erib Cloistershields, in 204 (Struck)
118. the holistic spawn Zodo1 Tempestmansions, in 204 (Shot)
119. the holistic spawn Kubuk Packrough, in 204 (Struck)
120. the dwarf Ingish Fountainthrone, in 204 (Struck)
121. the dwarf Kado1 Shotwishes, in 204 (Bled)
122. the holistic spawn Urosh Seizelashes, in 204 (Struck)
123. the holistic spawn Edir Treenets, in 204 (Struck)
124. the dwarf `splint' Silverypeaces the Righteous Mile of Worshipping, in 204 (Struck)
125. the holistic spawn Nobgost Blockadepoisons, in 204 (Struck)
126. the holistic spawn Vath Murderchanneled, in 204 (Shot)
127. the dwarf Rakust Waxyknife, in 204 (Struck)
128. the holistic spawn Setnek Sewergrieving, in 204 (Struck)
129. the holistic spawn Mistem Evenpage, in 204 (Struck)
130. the goblin Snodub Vileflames, in 204 (Shot)
131. the goblin Bax Putridblack, in 204 (Shot)
132. the dwarf Zasit Windplunge, in 204 (Infection)
133. the dwarf Mebzuth Merchanthoist, in 204 (Thirst)
134. the dwarf Lokum Ankdecrypt, in 204 (Thirst)
135. the dwarf Sodel Steelscorching, in 204 (Thirst)
136. the dwarf Thikut Spiralfortress, in 204 (Thirst)
137. the dwarf Onol Canyonappeared, in 204 (Infection)
138. the goblin Smunstu Maligninched, in 204 (Shot)
139. the goblin Zom Tickslapped, in 204 (Struck)
140. the goblin Arstruk Poisonchant, in 204 (Struck)
141. the goblin Gozru Hateexits, in 204 (Struck)
142. the goblin Mato Tapermenaces, in 204 (Struck)
143. the goblin Nako Hatedweight, in 204 (Bled)
144. the goblin Nguslu Hazescourge, in 204 (Struck)
145. the goblin Osnun Spiderrouths, in 204 (Struck)
146. the goblin Zom Hotvice, in 204 (Struck)
147. the goblin Mato Tipsin, in 204 (Struck)
148. the goblin Amxu Paperprofane, in 204 (Struck)
149. the holistic spawn Nil Crafteddent, in 204 (Shot)
150. the dwarf Limul Whipmatched, in 204 (Struck)
151. the holistic spawn Ast Peakstaves, in 204 (Struck)
152. the holistic spawn Cerol Vicering, in 204 (Struck)
153. the dwarf Meng Boatsescort, in 204 (Struck)
154. the holistic spawn Gakit Spearcamage, in 204 (Struck)
155. the dwarf Mistem Chancetheater the Defense of Clinches, in 204 (Bled)
156. the holistic spawn Kafash Waxeddaggers, in 204 (Struck)
157. the holistic spawn Torir Utterttool, in 204 (Struck)
158. the holistic spawn Disuth Obeyedgilds, in 204 (Struck)
159. the holistic spawn Ilral Chuckscorpion, in 204 (Struck)
160. the holistic spawn Solon Helmsflooded, in 204 (Shot)
161. the dwarf Fath Workdead, in 204 (Bled)
162. the holistic spawn Logem Beguilerglazed, in 204 (Shot)
163. the holistic spawn Uthgur Graverust, in 204 (Struck)
164. the holistic spawn Amost Swordvice, in 204 (Shot)
165. the holistic spawn Urdim Destinedmenace, in 204 (Struck)
166. the holistic spawn Nekol Speardip, in 204 (Struck)
167. the holistic spawn Lor Bridgedcovers, in 204 (Shot)
168. the holistic spawn Kolad Orbcarry, in 204 (Struck)
169. Population in Battle: 0

There were 99 deaths that were ttracked, which discounts critter like unnamed dogs and cats.

And our wars:

Spoiler (click to show/hide)

Clobbermountains is a Mountain Halls



Warfare [Load] (Notable)


1.

204

The Onslaught of Whipping

as part of The Outrageous War

by The Dimpled Swamps




(Deaths: 7)
2.

204

The Assaults of Skinning

as part of The Outrageous War

by The Dimpled Swamps




(Deaths: 19)
3.

204

The Assault of Fangs

as part of The Searing War

by The Ruthlessness of Rampaging




(Deaths: 11)
4.

204

The Onslaught of Shocks

as part of The War of Ignition

by The Wealthy Sabre



(Deaths: 20)
- Civilization of Holistic Spawn

Owner History

1.
- The Everlasting Bodices of The Torrid Lash
- 
- , founded Clobbermountains in 201 and abandoned in 205

Populations

- 1 Dogs
- 1 Serpent Men
- 1 Tigers

Beast Attacks

1.
- 202,
- The rampage of UNKNOWN BEAST
- (Deaths: 1)
2.
- 204,
- The rampage of UNKNOWN BEAST
- (Deaths: 2)

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 11, 2015, 07:07:34 pm**

...As part of The Outrageous War. :o

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Taupe** on **August 11, 2015, 07:17:17 pm**

Quote from: TheBiggerFish on August 11, 2015, 07:07:34 pm

...As part of The Outrageous War. :o

They're after our gems, probably...

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 11, 2015, 07:27:03 pm**

Also, is it just me or are the !!WAR!!s a thing? Two of them are fire-based. And one of them could also reference the propensity to dispense Armok's Fire at seemingly random intervals. ;P

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 11, 2015, 09:43:58 pm**

I dont think I mentioned this, but I didnt use dfhack at all and also enjoy our 20 babies and like 10 children in oir fort of ~170. I really lost count in Obsidian.

Try to keep a doctor or two with only doc jobs and not even recover wounded...

and ps splint, you dwarf was one of the red dwarfs in the pic 'smite'. He took on an ambush squad with as fellow or two and held them off so they didnt get inside. Everyone who didnt chase the fleeing banshees were at the Trade Depot. He didnt fail, he prrformed a job in the face of incredible odds. Only the best soldiers die to stave off fatalism. We have many lead and gold statuee made in the image of splint

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 11, 2015, 09:46:52 pm**

Quote from: TheBiggerFish on August 11, 2015, 07:07:34 pm

...As part of The Outrageous War. :o

<https://www.youtube.com/watch?v=tJkxIH46MmA> (<https://www.youtube.com/watch?v=tJkxIH46MmA>)

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **melkor** on **August 12, 2015, 08:14:19 am**

ptw

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **cherry-hearts** on **August 13, 2015, 01:50:45 am**

Quote from: Mr Frog on August 01, 2015, 02:52:00 pm

TBH I don't think the Royal Archivist really gives any shits about the Torrid Lashes (I've already basically decided that she's actually a millenia-old necro that infiltrated the civ for giggles)

I know this is late, but darn, I was hoping for something a little more... interesting.

Also, is there any chance I could have a second turn? And could I also play around and explore the world we made in Adventurer and post about what I find?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**
Post by: **Mr Frog** on **August 13, 2015, 03:13:47 am**

Quote from: cherry-hearts on August 13, 2015, 01:50:45 am
Quote from: Mr Frog on August 01, 2015, 02:52:00 pm
TBH I don't think the Royal Archivist really gives any shits about the Torrid Lashes (I've already basically decided that she's actually a millenia-old necro that infiltrated the civ for giggles)
I know this is late, but darn, I was hoping for something a little more... interesting.
Also, is there any chance I could have a second turn? And could I also play around and explore the world we made in Adventurer and post about what I find?

TBH I'm open regarding the Royal Archivist if you have any suggestions; the necro idea is just something that popped into my head and it's not 100% set in stone (although I have sort of been writing from that standpoint for a while now). I just like the idea of there being this ancient sort of being that's completely lost all of their humanity and is basically a soulless monster who sees mortal lives as stupid and childish, although that *is* kinda cliché I guess. I do have a noted tendency to ignore suggestions though so don't get your hopes up that I'll listen~

And yes you may indeed have a second turn (**repeat turns are 300% welcome everybody** unless you seriously managed to piss me off at some point)! I'm actually overjoyed that you want another go. Feel free to do some adventure-mode segments all you like, although I tend to give zero shits about anything that exists outside of the fortress canon-wise (barring basic stuff like historical figures) so your findings obviously won't match up with what's been written (particularly re: the capital, I am 99% sure that none of the stuff it's been described with would ever actually occur in a pregenerated fort).

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 13, 2015, 07:21:47 am**

Dunno if Ill be able to take that second turn or not, just got a full time job. But don't write me off yet.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 13, 2015, 10:12:44 am**

Sign me up for a turn 2.

also, I wouldm take you up on the offer for a adventurer. How gwolfi doing?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolfski** on **August 13, 2015, 10:28:45 am**

im doing [CONTENT_REMOVED] lovely. expect spring/early summer update tomorrow.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **ImagoDeo** on **August 14, 2015, 01:42:10 pm**

I go on vacation for ten days and I come back and my character is dead. Yaaay.

Oh well. I'll just re-dorf myself when it comes time.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 14, 2015, 02:28:39 pm**

Quote from: ImagoDeo on August 14, 2015, 01:42:10 pm
I go on vacation for ten days and I come back and my character is dead. Yaaay.

Oh well. I'll just re-dorf myself when it comes time.

We have like 150 dwarves lying around; we can totally re-dorf you right away. Why wait? It's not like you'll, I dunno, be gnawed to death by demonspawn in the interim.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 14, 2015, 02:55:36 pm**

Quote from: Mr Frog on August 14, 2015, 02:28:39 pm
Quote from: ImagoDeo on August 14, 2015, 01:42:10 pm
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166 ;)

But like I said there's like 30 minors in the fort rn.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 14, 2015, 03:11:39 pm**

Quote from: pissskop on August 14, 2015, 02:55:36 pm
Quote from: Mr Frog on August 14, 2015, 02:28:39 pm
Quote from: ImagoDeo on August 14, 2015, 01:42:10 pm
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166 ;)

But like I said there's like 30 minors in the fort rn.

We should forge a bunch of picks so that when the time comes those minors can become miners

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Taupe** on **August 14, 2015, 03:26:06 pm**

Zaneg had been restless as of late. Everyday she complained of their current dorm, or long patrol duties. She claimed to have once loved being outside, but no longer. not after the time they spent in the jungle. Now the view of plants and monkeys, the sunlight, even walking outside at night made her uncomfortable. Nowadays, she hardly left the lower levels of the fort unless she was specifically ordered to. And of course, being the sergeant around meant the blame fell on him when his wife complained about her duty. Sometimes he wondered if they were really meant for another, now that they were back to civilisation...

They had met on the caravan. Once the convoy found itself lost in the jungle, without a guide, they spent two months wandering the region, slowly but surely finding a path toward the three peaks under which Clobbermountain lurked. During the times were they weren't saddling the yaks hurriedly, they spent their time talking. Zaneg and himself had much in common, it turned out, as they both took part in the War of Beasts back in the days. Then, as the campaign drew to a close, they were moved back to the capital, before being assigned as Capital Guards. The capital was a huge place; the two had never run into each other, or if they did, the thick iron uniform they all wore made it impossible to know.

Those almost-shared memories made it easier to survive the trial. As the only two fighting dwarves amidst the lost migrants, the weight of leadership soon fell upon them. they were responsible for the safety of the wanderers, but also found themselves taking decisions and giving orders around. Around the campfire, Zaneg would sometimes recall stories and fun facts from the war, or from her days in the capital guards. *"Have you heard about the day captain Urist almost drown in a barrel of rum?"* she'd ask. *"I heard it was a wagon. I can't imagine the captain fitting in a barrel"*

But they weren't in the jungle anymore. Clobbermountain had welcomed them. They had shared meals with the civilians, carried shield and swords into battle, and defended the fortress against hollistic spawns. Banshees too. Their time spent wandering the region gave them useful insight when tracking the witch devils. For a time Zaneg had been ecstatic. Dry beds, fresh meals, and new faces to talk to. She even marvelled at the quality of the metal here. *"We are the frontline of defense in this fortress, not mere backup guards like we were. We need good gear, and the blacksmiths know this."* None of that stuck, tho. Nowadays, there wasn't a day that went by without a new complaint. *"The bedroom is not private, and too small. I'm tired of the same stale drinks. I wish the armor was lighter, and the rounds shorter. Why is it me who has to go outside again? I hate this place, the way I have to go down then up then down again to reach anything."*

Recently the colonel had been slain in battle. A gruesome fight, a courageous stand. The colonel had died all the same, but most agreed that he saved many lives doing so. Horrific as it was, his loss also created a power vacuum, of sort. There weren't many soldiers around. If he could just talk to the right people about it... All he needed was one year, one year as overseer. As a sergeant, that wasn't out of reach. Then he could order themselves some better quarters, with a vast bedroom and golden furniture, and an engraved tomb for both of them. *"Just give me a year"* he told his wife. *"One year of patrol and communal bedroom, and I'll solve all of this. I'll make you happy."*

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolfski** on **August 14, 2015, 03:31:21 pm**

would you be terribly mad at me if i delay an update till tommorow? 'cos i need to.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 14, 2015, 03:36:54 pm**

Quote from: Gwolfski on August 14, 2015, 03:31:21 pm
would you be terribly mad at me if i delay an update till tommorow? 'cos i need to.

Just try not to make a habit of it.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolfski** on **August 14, 2015, 03:38:27 pm**

Quote from: Mr Frog on August 14, 2015, 03:36:54 pm
Quote from: Gwolfski on August 14, 2015, 03:31:21 pm
would you be terribly mad at me if i delay an update till tommorow? 'cos i need to.

Just try not to make a habit of it.

i thought i would have time, but unexpected issues popped up
Gwolfski cancels Write Report: Interrupted by Housework

Title: **If Bay12 was a fortress part 3: return of the chaos**
Post by: **Gwolfski** on **August 15, 2015, 04:53:53 pm**

Report time!

"Hello, my name is Gwolf2ki, and I supervise all the mechanics of this fort. There is not much, but I will change that. Anyway, the most important thing is that I know have a wonderful bedroom! The second most important thing is that that horrible 'seething mist' has claimed so many of our friends. Thankfully, they were all captured and pitted into the volcano. To counter that, I shall plan out a great wall surrounding our fortress! I have also ordered parts of the fortress smoothed and I have planned some digging work for more storage and materials. This is the firts of four reports that I will write. Goodbye, and don't let the mist get you!

{Images soon, the original ones were lost due to USB stick corruption}

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 15, 2015, 05:09:17 pm**

Ahem. Dwarven or goblin? Or animal.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 15, 2015, 05:18:28 pm**

I hope my second turn comes on a sunday or tuesday. Because as of right now thanks to my new job my everything hurts.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 15, 2015, 06:25:15 pm**

Quote from: Splint on August 15, 2015, 05:18:28 pm
I hope my second turn comes on a sunday or tuesday. Because as of right now thanks to my new job my everything hurts.

Ouch.
Hope you feel better.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **ImagoDeo** on **August 16, 2015, 10:18:10 pm**

If there's space, the thread title should be changed to "We <3 Puppy Biscuits!"

Or "We <3 Puppy Genocide!"

Either one.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 16, 2015, 10:39:20 pm**

Irony, fool.
Do not tempt the irony gods. They will smite you.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **ImagoDeo** on **August 16, 2015, 11:16:18 pm**

Quote from: TheBiggerFish on August 16, 2015, 10:39:20 pm
Irony, fool.
Do not tempt the irony gods. They will smite you.

I'm willing to be smitten smote smited WHATEVER.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 17, 2015, 12:29:41 am**

Quote from: ImagoDeo on August 16, 2015, 11:16:18 pm
Quote from: TheBiggerFish on August 16, 2015, 10:39:20 pm
Irony, fool.
Do not tempt the irony gods. They will smite you.

I'm willing to be smitten smote smited WHATEVER.

Dang it, I wanted to see the end result, now it's not gonna happen! *slaps ImagoDeo with a carp*

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 17, 2015, 01:10:40 am**

Quote from: ImagoDeo on August 16, 2015, 10:18:10 pm
If there's space, the thread title should be changed to "We <3 Puppy Biscuits!"

Or "We <3 Puppy Genocide!"

Either one.

Too... on-the-nose? Direct? Literal? Ugh, I'm bad at describing communication nuances.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **ImagoDeo** on **August 17, 2015, 04:06:01 am**

Quote from: Mr Frog on August 17, 2015, 01:10:40 am
Quote from: ImagoDeo on August 16, 2015, 10:18:10 pm
If there's space, the thread title should be changed to "We <3 Puppy Biscuits!"

Or "We <3 Puppy Genocide!"

Either one.

Too... on-the-nose? Direct? Literal? Ugh, I'm bad at describing communication nuances.

Ok, how about "Puppies - The Final Solution"?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 17, 2015, 02:23:00 pm**

Quote from: ImagoDeo on August 17, 2015, 04:06:01 am
Quote from: Mr Frog on August 17, 2015, 01:10:40 am
Quote from: ImagoDeo on August 16, 2015, 10:18:10 pm
If there's space, the thread title should be changed to "We <3 Puppy Biscuits!"

Or "We <3 Puppy Genocide!"

Either one.

Too... on-the-nose? Direct? Literal? Ugh, I'm bad at describing communication nuances.

Ok, how about "Puppies - The Final Solution"?

Getting there. I like the subtle Nazi reference. A bit internally-incongruent, though. I'm super-picky about humor :V

PMed Gwolfski asking for a status report.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pisskop** on **August 17, 2015, 02:25:02 pm**

We won't have anything if we dont let those puppies grow up and make more. In fact, I'd ask the next overseer to dig out or pasture the puppies so we can create more.

I'd be okay with something macabre, like the puppy mill.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 17, 2015, 02:38:28 pm**

By the way, how do mutants react to burn/melt damage? Incendary anti-armor dog design sounds... Horrible. Horrible yet effective.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 17, 2015, 02:47:21 pm**

Quote from: Monitor Lisard on August 17, 2015, 02:38:28 pm

By the way, how do mutants react to burn/melt damage? Incendary anti-armor dog design sounds... Horrible. Horrible yet effective.

Mutation does not influence heat resistance at all. They might last a *b/t* longer (due to a general increase in resilience) but probably not. Although, since I (hopefully) stopped them from feeling fear, we may in fact be able to light a mutant on fire and have it attack a goblin party before it is completely-immolated, which may cause the goblins to go up as well. Maybe. I dunno.

E: Also, just in case anyone's getting antsy, I've been PMed by Gwolfski and he's still playing and an update is apparently imminent.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolfski** on **August 18, 2015, 06:54:08 am**

Who the heck orders shitload of crap made and doesnt make stockpiles for it?

Bamnshees suck as thieves.

This is a forgotten beast corpse. It menaces with spikes of *bolts*

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 18, 2015, 07:09:29 am**

Quote from: Gwolfski on August 18, 2015, 06:54:08 am

Who the heck orders shitload of crap made and doesnt make stockpiles for it?

Normally I'd take that blame (as I tend to let stuff sit in the shops until it's needed,) but i had *some* stockpiles either remade or newly set up before my turn was over.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolfski** on **August 18, 2015, 07:30:48 am**

Well, they were full.

TWO sieges, 1 casualty (actaulyy, 5 iof you count animals)

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 18, 2015, 07:48:40 am**

finished goods is perhaps the only lacking pile, esp considering my order of silk clothing.

and , oc, the refuse pits are prepetually full in any respectable fort :P

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolfski** on **August 18, 2015, 08:34:08 am**

we are running out of space. For corpses. and figurines. of corpses.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 18, 2015, 09:28:57 am**

Quote from: Gwolfski on August 18, 2015, 06:54:08 am

This is a forgotten beast corpse. It menaces with spikes of *bolts*

sputtering

;P

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 18, 2015, 11:58:25 am**

Literally half of my digging in this fort was expanding refuse pits. Hell, *All* of them are my own doing. Literally not 1 refuse stockpile before me :D

Start designating the spawn corpses and associated parts for dumping. Try keeping the animal bones around for a bolt industry and the totem crafters, though.

To do this, either designate them all piecemeal or go to the stocks menu via (z), go down to gibblety-bits, and designate all the spawn pieces at once.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 18, 2015, 12:00:58 pm**

I believe we can restrict recovery to just stuff we can use, so we can store the spawn and such in a separate space for disposal at our leisure.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolfski** on **August 18, 2015, 12:02:00 pm**

We are also running out of space for the following: furniture, siege ammo, siege engines, refuse, finished goods. And dogs.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 18, 2015, 12:02:30 pm**

Cages man.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 18, 2015, 12:16:31 pm**

Siege engines >.< There werent any of those when I was playing . . . :P

Build the statues and furniture, Dig out new stockpiles and even a dog room.

Finished goods would do well by the entrance to the TD.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 18, 2015, 12:56:52 pm**

Quote from: Gwolski on August 18, 2015, 08:34:08 am

we are running out of space. For corpses. and figurines. of corpses.

That's going in the quote bank

E: Also, I'm pretty sure you may end up finding piles of Spawn bone in the refuse pile if any of their arms were severed, since their arms are made of bone without any flesh to gunk up the rotting code. They are usable like any other bones, IIRC.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 20, 2015, 08:29:38 am**

happy wensday! \o/ more tales from the crypt pls

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 20, 2015, 02:21:07 pm**

Quote from: piisskop on August 20, 2015, 08:29:38 am

happy wensday! \o/ more tales from the crypt pls

Yeah. if Gwolski doesn't report back within a day he's gettin' his ass skipped.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolski** on **August 20, 2015, 05:07:04 pm**

save up early tommorow. I broke my computer using Xboost(dont use it) so while i used my cappy phone internet to find out how to fix it, the day was over. Im nearly finished the year, though, im in autumn or winter

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 20, 2015, 05:22:08 pm**

Quote from: Gwolski on August 20, 2015, 05:07:04 pm

save up early tommorow. I broke my computer using Xboost(dont use it) so while i used my cappy phone internet to find out how to fix it, the day was over. Im nearly finished the year, though, im in autumn or winter

Groovy. We're gonna get an in-character writeup then, right?

Also, I want to write a worldbuilding piece of some nature but am a bit strapped for ideas, so if someone could maybe suggest a topic to cover that would be great.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolski** on **August 20, 2015, 05:24:10 pm**

yes, in character writeup will come. tommorow

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 20, 2015, 05:36:51 pm**

Quote from: Gwolski on August 20, 2015, 05:24:10 pm

yes, in character writeup will come. tommorow

awww yeeeeee

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 20, 2015, 08:32:08 pm**

Subject:
Other races, official opinions of His Gaudiness on.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 20, 2015, 09:54:28 pm**

Quote from: TheBiggerFish on August 20, 2015, 08:32:08 pm

Subject:
Other races, official opinions of His Gaudiness on.

Sounds good. I'll get started on it tonight/tomorrow (possibly later, as it's gonna be a bit noisy around here for a while).

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 22, 2015, 02:04:48 pm**

Okiedokie, story snippet is well in progress. Here is a sample:

Spoiler (click to show/hide)
The human diplomat, a man by the name of Cobim Raconmater, shuddered.
[...]
"No," interrupted Erib suddenly, his voice still calm and even.

Also, Gwolski, please give us whatever of the writeup you've finished already. I don't mind if it has to be in multiple parts, just *please, give us something*.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolfski** on **August 22, 2015, 05:44:45 pm**

spawn dont get trapped in cage traps...

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 22, 2015, 05:53:56 pm**

They aren't supposed to, at least not Mr Frog's version (and I think the originals were [TRAPIMMUNE] as well.)

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolfski** on **August 22, 2015, 06:36:29 pm**

firefox crashed, so my report is gone :(:(:(

Anyway, i went hunting inthe caverns ans survived about three sieges.

also just got a cave dragon and gcs.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 23, 2015, 09:55:05 am**

Well, while we wait, I don't suppose anyone would be willing to give this place (<http://www.bay12forums.com/smf/index.php?topic=152439.msg6426947#msg6426947>) a once over would they? Cause I'm kinda looking for other stuff to do with the place.

And before anyone bitches, I think fair is fair since Clobbermountains got promoted elsewhere.

And for the love of god, don't Cloud those creatures. They'll be far more useful as non-mutants.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 23, 2015, 04:43:33 pm**

Quote from: Splint on August 23, 2015, 09:55:05 am

Well, while we wait, I don't suppose anyone would be willing to give this place (<http://www.bay12forums.com/smf/index.php?topic=152439.msg6426947#msg6426947>) a once over would they? Cause I'm kinda looking for other stuff to do with the place.

And before anyone bitches, I think fair is fair since Clobbermountains got promoted elsewhere.

And for the love of god, don't Cloud those creatures. They'll be far more useful as non-mutants.

I only linked to this in Spearbreakers because you yourself suggested people look at at. Although, fair enough. Just please don't make a habit of it.

Also, @Gwolfski: Please provide an in-character writeup of at least some portion of your playthrough within the next two days.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 23, 2015, 04:55:58 pm**

Because I habitually make a promotion every couple pages of stuff I start. ::)

Honestly it was more due to the lack of anything substantial here that made me even do it. I can't really do anything with the place since my dwarf is dead and I don't really care enough to poke around the legends for it (not that I would find anything relevant other people haven't already,) and conspiracies and such aren't really my thing when it comes to writing. Besides, I need more input over there anyway, because as of now I'm at a loss for what to do.

Hell my second turn isn't even going to be from any particular perspective, more just narrated (because I don't like claiming more than one dwarf; I get killed, then I'm dead and there's nothing to be done about it.) Still IC to some extent, just not to the extent it was last time.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 23, 2015, 05:50:06 pm**

Yeah, I'm working on a story piece to sort of fill up the space (got horribly distracted by Touhou and Fire Emblem but work is being done on it) but I'm starting to get kind of irritated by the lack of proper fortress updates.

Quote

Hell my second turn isn't even going to be from any particular perspective, more just narrated (because I don't like claiming more than one dwarf; I get killed, then I'm dead and there's nothing to be done about it.) Still IC to some extent, just not to the extent it was last time.

:\\

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 23, 2015, 06:22:22 pm**

Quote from: Mr Frog on August 23, 2015, 05:50:06 pm

Quote

Hell my second turn isn't even going to be from any particular perspective, more just narrated (because I don't like claiming more than one dwarf; I get killed, then I'm dead and there's nothing to be done about it.) Still IC to some extent, just not to the extent it was last time.

:\\

What? unless you can magic up a way to make that dorf not a corpse, he's deader than disco and I'm going to adapt accordingly.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 23, 2015, 06:29:54 pm**

Quote from: Splint on August 23, 2015, 06:22:22 pm

Quote from: Mr Frog on August 23, 2015, 05:50:06 pm

Quote

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:\\

What? unless you can magic up a way to make that dorf not a corpse, he's deader than disco and I'm going to adapt accordingly.

You can claim another dwarf under a different name. That seems an acceptable alternative to me.

I apologise for my reply, though. It wasn't exactly constructive.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 23, 2015, 07:30:21 pm**

Quote from: Splint on August 23, 2015, 06:22:22 pm

Quote from: Mr Frog on August 23, 2015, 05:50:06 pm

Quote

Well my second turn isn't even going to be from any particular perspective, more just narrated (because I don't like claiming more than one dwarf; I get killed, then I'm dead and there's nothing to be done about it.) Still IC to some extent, just not to the extent it was last time.

2

What? unless you can magic up a way to make that dorf not a corpse, he's deader than disco and I'm going to adapt accordingly.

Intervention by the magic potato squirrel god.

You didn't say it had to be a GOOD way.

>;P

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 24, 2015, 09:25:06 am**

I'm feeling way too lazy (busy) to produce anything better than this now. Didn't turn out as well as I'd expected... Here's it anyway.

Don't try my patience, fool, for I am the true ruler of this place.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains.png.html>)

Spoiler: A *slightly* nicer version with a bit of photoshop renders (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20.png.html>)

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 24, 2015, 04:37:00 pm**

@Monitor_Lisard:

eEEEEEEEEEEEEEEe thank you so much!!! The lack of fanart was making me very sad. Although, the Royal Archivist is

supposed to have black hair. (Gah, I hate pointing that out because I don't want to seem ungrateful... I'm super happy you drew this, honest!)

Did a bunch of work on my writing piece, but my language centers appear to be shorting out so I'm gonna take a break until I can remember how to describe things again.

E: snipped out the quote, because it seemed superfluous.

Quote from: Mr Frog on August 24, 2015, 04:37:00 pm

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@Monitor_Lisard:
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eEEEEEEEEEEEEEEe thank you so much!!! The lack of fanart was making me very sad. Although, the Royal Archivist is supposed to have black hair. (Gah, I hate pointing that out because I don't want to seem ungrateful... I'm super happy you drew this, honest!)

Did a bunch of work on my writing piece, but my language centers appear to be shorting out so I'm gonna take a break until I can remember how to describe things again.

E: snipped out the quote, because it seemed superfluous.

white hair is better

Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!

t by: **Splint** on **August 24, 2015, 05:02:58 pm**

Additionally if hair doesn't fall out altogether, it generally turns white over time no matter what from what i can tell with older creatures and DF (at least with dwarves and humans - vampire, necromancer, doesn't matter.) So it actually would make more sense for her hair to be white if she's especially old, unless she dyes it.

Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!

t by: **Gwolfski** on **August 24, 2015, 05:05:18 pm**

looks nicer tho

Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!

by: **Taupe** on **August 24, 2015, 05:09:27 pm**

I find your lack of updates... disturbing.

Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!

t by: **Gwolfski** on **August 24, 2015, 05:11:01 pm**

its fine! its not that oim in the middle of a banshe siege that is 50 strong and has evoided my traps!

Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!

by: **Mr Frog** on **August 24, 2015, 06:17:04 pm**

Quote from: Splint on August 24, 2015, 05:02:58 pm

Additionally if hair doesn't fall out altogether, it generally turns white over time no matter what from what i can tell with older creatures and DF (at least with dwarves and humans - vampire, necromancer, doesn't matter.) So it actually would make more sense for her hair to be white if she's especially old, unless she dyes it.

Ugh. Okay, fine, if only to go with how things work in-game. I personally find villainous characters having white hair to be a bit cliché, though, but since that's how necros age in-game then sure.

e: Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!

t by: **piisskop** on **August 24, 2015, 06:19:31 pm**

Dwarf fortress necromancers are the most polite people you could ever hope to meet.

I mean, sure they go to war with you, besiege your home, leave minions behind to harass you, and defile your bravest warriors (and heavens help you if they get into a corpse stockpile), but they will gladly converse with you, and bid you zero ill will.

Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!

by: **FallacyofUrist** on **August 24, 2015, 06:51:06 pm**

Plus they write books.

Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!

by: **Mr Frog** on **August 24, 2015, 09:37:32 pm**

Quote from: Gwolfski on August 24, 2015, 05:11:01 pm

its fine! its not that oim in the middle of a banshe siege that is 50 strong and has evoided my traps!

Please just give us some kind of in-character writeup sometime tomorrow, preferably covering at least 2-3 months of gameplay. You promised we'd have one *3 days ago*. I don't want to have to drop the hammer this late in, because I do believe that you are at least nearing the end of your playthrough, but I *will* skip you if I have to.

Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!

by: **ImagoDeo** on **August 24, 2015, 11:16:52 pm**

Quote from: FallacyofUrist on August 24, 2015, 06:51:06 pm

Plus they write books.

Yep. Damn good ones, too. (<http://www.bay12forums.com/smf/index.php?topic=15096.msg6404200#msg6404200>)

Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!

by: **Gwolfski** on **August 25, 2015, 08:03:57 am**

do you want the save in the middle of a siege or after it?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 25, 2015, 09:53:42 am**

Save on the 1st

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 25, 2015, 09:54:45 am**

What happened during your year? Did you use the arena? My own testing shows that squiggly liitle buggers that cant sit still get mauled while waiting for an opponent to fight

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 25, 2015, 10:32:06 am**

Well, not that I knew her apperance. I was thinking of something along the lines of "gray-haired, but uncannily young nevertheless". Some edits were made, tho.

Also, the armor was intended to look like a "grown wooden" one with some paintjob, but I have no idea on how it should look.

Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%204.png.html)

The background says "Anil Etar Ezum" ("Glory *to* King Ezum) many times.

Edit: I also fucked up, cuz his name was Erib.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 25, 2015, 03:36:45 pm**

@Lisard:

TBH now that I've gotten over the salt from Gwolfski saying he liked your design better, I am now legit torn between her having black hair vs. white hair. Black hair's what I was originally thinking of, but it makes more sense for her glasses to be smoked since that'd more-effectively cover her face and white hair contrasts better with dark glasses (while also making her look a bit like Lady Gaga, which I find hilarious) from a pure design perspective, I think.

In any case, SOTRY TIEM:

Spoiler: Diplomacy, Erib-style (click to show/hide)

The setting is the throne room of the great dwarven metropolis of Mirrorclapsed -- a truly lavish affair, designed from the bottom up to intimidate. The ceiling was so high above the torches illuminating the polished floor that it could scarcely be seen through the veil of shadow -- a true shame, as the small retinue of people in the room were missing out on some truly stunning relief work. Although, it was perhaps for the better, since if the room were more completely-lit it would be considerably more difficult to conceal the small army of snipers waiting in the rafters to immediately terminate any individual who looks to be posing a threat; admittedly, there were already a few extremely-heavily-armored guards arranged around the throne room and any outsiders were only permitted into the room under the mercy of no fewer than two armed escorts per person, but this was largely for show -- and as a decoy, as the king by and large would prefer any interlopers to waste their time trying to fight off an impenetrable -- if not terribly-mobile -- wall of steel while the bowmen readied their shots.

The human diplomat, a man by the name of Cobim Raconmater, shuddered. He hated this blighted city. Everything just felt... wrong. No sense of life or bustle or joy in the hallways -- just hushed whispers and furtive scurrying from place to place as the citizens desperately tried to avoid the gaze of the damned guards which littered the place like the eyes of the gods themselves. It reminded him of schoolchildren trying to hide from their teachers.

And that was just the main city. This throne room was another matter entirely; sitting in front of him, on an excessively-ornate seat with platinum embossery radiating out on the wall behind it like a silvery sun, his every digit clinking with sparkling jewelry, was His Gaudiness Erib Catchtowns himself, the ringleader of this sick circus; two lady-dwarves, one -- the King Consort, Cobim was fairly-certain -- in black finery and the other a small mound of blue robes and black, bushy hair with two large spectacles peering out, were on either side of him; Cobim wasn't quite sure, but he hazarded that this was the Royal Archivist, although he wasn't quite sure what business a mere historian would have in the throne room during a royal audience. Two enormous guards in full armor were beside Cobim on either side; they hadn't spoken a word since meeting him outside the room. Small beads of sweat were on Cobim's forehead; he knew in his gut that it would only take a moment's pique and a single clinking snap of the dwarven monarch's fingers and he would disappear. Even with his small retinue of bodyguards, he was outnumbered two to one, and these guards were... frightening. Too big, too taciturn, breaths too deep and guttural. The sheer size of the room bore down on him from all sides, making him feel extremely small and vulnerable, like a mouse in an open field.

All considered, it was probably a good thing Cobim didn't know about the snipers. It would have caused him a great deal of unnecessary stress.

His Gaudiness leaned forward in his seat, peering at Cobim over steepled fingers, his expression cold. One of his bushy grey eyebrows was arched in what Cobim gauged to be contempt. "For what purpose have you requested an audience today?" droned Erib; his voice was very calm, without the faintest strain to it, yet completely filled up the massive chamber as though it were a tiny little outhouse, the entire volume of air seeming to thrum in resonance.

Cobim bowed as deeply as he could physically-manage. "I come bearing good news," he announced, figuring it was as a good an opener as any; he desperately hoped his terror wasn't carrying over into his voice as much as he thought it was. "In light of the immense service the Torrid Lash has rendered the other peoples of this continent in preventing the further advancement of the Spawn of Holistic's territory, my liege the King would offer to contribute to your noble efforts. 5 armies, totalling around 1000 men overall, all at your disposal to serve in the frontlines as you see fit." Cobim fidgeted with his hands slightly; "We will additionally freely provide a full supply of --"

"No," interrupted Erib suddenly, his voice still calm and even.

Cobim looked up, silent for a few moments as he tried to process what had just happened. "B-beg pardon, your Gaudiness?" he stammered in genuine confusion. The Consort glanced sideways at Erib, clearly as gobsmacked as Cobim was, although it was tinted with rage rather than fear, her black-painted lips curled slightly to reveal gleaming white teeth.

"No," repeated the king; "We refuse your offer. Your current contribution of small strike forces and rations is sufficient. We do not require, nor do we desire, further aid." More livid sideways glances from the Consort.

Cobim chewed his tongue. His superiors hadn't thought to suggest what to do should Erib refuse; the mere thought was absurd. However, it seemed that everything about this blasted hole was absurd. "Er," he stammered; Erib raised an eyebrow inquiringly. "Sir," began Cobim, "With, um, all due respect, I beg you to reconsider. We mean not to insultify the, um, grandiferous strongliness of your glorious legions. It's, um, just that... the southern mountains serve as a... importicious... barrier to the Spawn's advancement. On the off chance that they break through your blockades and spread into the flatlands -- "

"They won't," interrupted Erib; to Cobim's horror, there was a distinct twang of irritation in the monarch's voice. He glanced around the room nervously; the Consort's lips were drawn tight -- she obviously was not pleased with the state of the negotiations, although he wondered feverishly who the cause of her wrath was. The Archivist, meanwhile, simply looked tentatively-interested, as though she were attending a boring play that suddenly looked to be leading up to a murder scene.

"But wouldn't it be safer to just --" sputtered Cobim, before being stopped by Erib's upraised palms. He gazed at the King, somewhat-stunned.

"It would be unacceptable," explained his Gaudiness, slowly and carefully, as though speaking to a very young and rather-slow child, "For such a large-scale contribution to be made towards our effort." He reclined back in his seat. "That is not how we do things here, you see. Unlike you humans, we make every effort to protect our civilians from information that may prove upsetting." Erib nodded at the Archivist, who nodded back; then he continued: "To wit, the severity of the conflict with the Spawn. An army of the size you suggest would raise... questions, inevitably. And where there are questions, there is doubt. Doubt in our fellow dwarves, doubt in the law, and doubt in my rulership. Doubt which leads to fear, which in turn leads to hate. And so our glorious, unified kingdom shall disintegrate into violence and clannish squabbling, which you humans have the gall to call civilisation." He shook his head; "Humans can keep their chaos, their fiefdoms and their petty infighting. The Torrid Lash shall remain a unified bastion of law and order as it has for the past two centuries."

Cobim opened and closed his mouth a few times, unable to come up with a suitable response; he was decidedly-offended, and had more than a few choice words to say at the moment, but speaking any of them aloud seemed unwise in light of the massive guards breathing down his neck. In any case, His Gaudiness's opinion on the matter seemed rather final. Cobim bowed again. "Thank you, sire," he said, looking at the polished stone floor; he found himself suddenly unable to look Erib in the eye. "I will take my leave now, if it pleases you."

"It would indeed," responded Erib evenly; "Go, and may Tumam's righteous light ever guide your footsteps." Cobim didn't believe in Tumam, and wondered if the King was deliberately trying to insult him, but showing offense seemed unwise. He simply turned and walked away without another word, his retinue and the eerie guards following him as he went.

The dwarves watched the human diplomat as he drew further away towards the far end of the great hall, his figure shrinking into the distance; the guards opened the doors for him as he approached, then closed it behind him.

Once Cobim was gone, the King Consort -- whose name, incidentally, was Tobul Holdtraded -- turned and glared at Erib furiously. "Was that really necessary, dear?" she said, her tones surprisingly-sweet considering that she looked angry enough to gut the king right there in the throne room; "1000 bodies? At no cost? Do you feel like explaining to our soldiers' families that we could have had one thousand humans to die in their place had you not been so pig-headed?"

Erib puffed. "It's a security risk. I already explained. If the public knew we were accepting aid from skygazers, there would be an uproar." He paused contemplatively; "Urvad certainly wasn't very fond of them."

Tobul smiled dangerously at the mention of the late queen. "The Great Queen has returned to the stone," she said, every word dripping with equal parts honey and venom; "Tumam grant the rest of the kingdom isn't sent to join her."

The Archivist, who had been watching the conversation with passive interest, spoke. "The wife has a point, albeit a small one," she said, her voice a quiet monotone that Tobul had to strain to hear; Erib immediately turned towards her, at full attention, as she continued: "You could have at least negotiated for more strike forces, if not full armies. Additional cannon fodder is always a boon." She turned away and stared into space contemplatively. "It's a moot point now, though. You've let the opportunity slip away."

Erib gritted his teeth as the Archivist's words sank in like a dagger; the woman stared off into space, immediately retreating back into her own inner world, either not aware of or not caring about the effect her commentary was having on the King's psyche. She was right, as usual. He'd just missed an opportunity to secure an enormous amount of free resources for his use. The failure burned in his gut like a hot coal, but he forced himself not to show distress. Nothing for it but to just let it burn.

As Erib brooded, Tobul stared daggers at the Royal Archivist. Not because she'd upset her husband; she knew better than anyone that the man's ego was like an eggshell. No, it was Tobul's own pride that was slighted. Seeing her own husband take such deep heed of the Archivist's counsel only seconds after rejecting her own had lit something very nasty inside of her; the fact that the Archivist had, in a momentous occurrence, agreed with her only made it worse, as though the words only had meaning when they'd come out of [her] mouth. And then there was the fact that the Archivist had all that respect despite being objectively poorer-dressed than her.

The Archivist stared off into space, apparently-unaware of the Consort's rage, a fact which only made it burn more hotly.

Not super confident in the prose here, but I need to get this out since it's been festering on my computer for a while now.

I've been doing a bunch of character sketches; hopefully I'll be able to share them at some point (I incorporated some of the stuff in Monitor's drawing into my sketch of the Archivist, if that's okay).

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**

Post by: **Monitor Lisard** on **August 25, 2015, 04:16:48 pm**

@Mr Frog

It's totally okay. Great story, looking forward to more.

Also thinking of adding my two cents, something like Blackwood's backstory or a story of him getting inside Mirrorclapsed for the first time. The first option sounds kinda spoilerish, although it will mention in-game historical figures (gotta look through the latest save) and be more interesting overall, the second option being purely fictional and less epic.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**

Post by: **Mr Frog** on **August 25, 2015, 04:27:50 pm**

Quote from: Monitor Lisard on August 25, 2015, 04:16:48 pm

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I've ridden on the whole epic-story-fort rodeo before, so I'll just point out, with absolute authority, that if you don't get Blackwood's backstory out shortly someone *will* eventually write something that contradicts what you have in mind and it'll be super-annoying. Keeping your plans under wraps is super dicey in things like this.

Quote

Great story, btw, waiting for more.

Not even sure where to go from here, tbh.

Also @Gwolfski: Please tell me you I at least give us a summary with the save. I really don't want the next overseer to have to go in more-or-less blind (although I suppose it would be funny).

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolfski** on **August 25, 2015, 04:31:44 pm**

i still have 89 minutes, ok?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 25, 2015, 04:34:36 pm**

Quote from: Mr Frog on August 25, 2015, 04:27:50 pm

Quote from: Monitor Lisard on August 25, 2015, 04:16:48 pm

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The man speaks troof.

And I still need to draw Jeff...

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 25, 2015, 04:35:01 pm**

Quote from: Gwolfski on August 25, 2015, 04:31:44 pm

i still have 89 minutes, ok?

Well, if we're gonna split hairs, in my last post on the subject I said "sometime tomorrow", so technically you have until midnight (B12 time). Also, since I only specified "some kind of in-character writeup", you could easily just post the first part tonight to satisfy my terms and the second part tomorrow.

E: Found some mood music for ya. (<https://www.youtube.com/watch?v=iozIZBFH45Y>)

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 25, 2015, 04:46:25 pm**

In fact, I did such a thing yesterday. I mean, I literally drew The Archivist without much reference, exept for glasses thingie, (and now we're having a discussion on her hair colour, lol).

I don't mind people doing writeup about my characters, though I prefer to keep everything in one timeline. Like, it's better to avoid crazy alternative timelines even if I have to adjust my shit.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolfski** on **August 25, 2015, 05:03:36 pm**

From the journals of Gwolfski, the baron of Clobbermountains.

I'll start from the most recent events. We have been besieges by banshees with war tigers!!!! AND they bypassed my traps!!! . Ah well. about three dwarfs died... But we won!!!

WE have almost finished the giant cave spider silk machine..

I need a rest my head hurts and a tiger bit my foot to shreds...

Wolfs gone missing...

Ghosts everywhere..

Serious lack of doctors.....

I need to sleep. and drink. at once.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 25, 2015, 09:18:14 pm**

Welp, Gimp spazzed out and deleted 3 hours of work -- I don't know what the hell happened; I tried to close one window but then it closed EVERY window, without any sort of prompting. Fuck. No sketches for today.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 25, 2015, 09:48:44 pm**

@Mr Frog:
Storypost-Like.
Royal Archivist being ind of creepy-Like.
!!Intrigue!!-Like.
Royal actually being somewhat stupid and catching flak for it-Like.
I cannot wait to see what else I can like. ;P

GIMP:
Weird, I've never had that happen. Did you close one of the control panel windows? That's like the only thing I can think of that would have done that. Then again I barely use it.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 25, 2015, 10:02:40 pm**

Quote from: TheBiggerFish on August 25, 2015, 09:48:44 pm

@Mr Frog:
Storypost-Like.

Royal Archivist being ind of creepy-Like.
!!Intrigue!!-Like.
Royal actually being somewhat stupid and catching flak for it-Like.
I cannot wait to see what else I can like. ;P

GIMP:
Weird, I've never had that happen. Did you close one of the control panel windows? That's like the only thing I can think of that would have done that. Then again I barely use it.

The Gimp was partially my fault, I think; I was trying to close a window, but it wasn't closing, so I kept X'ing it over and over, which probably got sent to every window in the queue once my comp caught up to my inputs. What really confuses/enrages me was that it just closed the project I was working on without prompting (I'm assuming it did try to give a prompt, but immediately got a second "close window" signal so was just LOL OKAY, which... I don't think is intended behaviour).

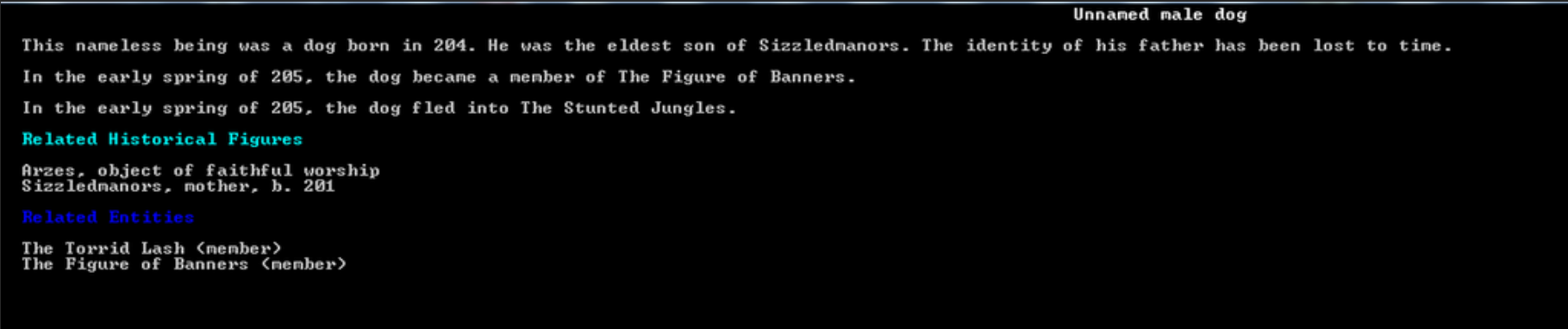
I'll start again tomorrow, I'm too drained and angry to go for it again right now.

E: Also, I want to emphasise that **Gwolfski**, while absolved of the immediate crisis, is to consider himself on somewhat-thin ice and is expected to provide a steady stream of updates from here on out.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 26, 2015, 03:07:11 am**

Quote from: Mr Frog on August 25, 2015, 09:18:14 pm
Welp, Gimp spazzed out and deleted 3 hours of work

Oww, that hurts. That's why saving progress every 5 mins is essential for your mental well-being.
Also, I've done some scouting off the latest save and... Wtf.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Legends.png.html>)

Same shit with wagons.
EDIT: Torrid Lash truly lives up to it's name.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolfski** on **August 26, 2015, 04:11:12 pm**

im posting the save here <http://dff.d.bay12games.com/file.php?id=11085> (<http://dff.d.bay12games.com/file.php?id=11085>)
if you dont see my reports it is probably just my browser f'ing stuff up. :(

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 26, 2015, 04:22:13 pm**

Quote from: Gwolfski on August 26, 2015, 04:11:12 pm
im posting the save here <http://>
if you dont see my reports it is probably just my browser f'ing stuff up. :(

Empty link.
Also are we not getting any additional writeups then?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolfski** on **August 26, 2015, 05:39:13 pm**

how about this. Ill write part two of the rept without pictures an ill add pics later. there will be 3 parts

from the journals of Gwolfski.
the baron *<- scribbled in*

This fortress has a few problems, but it is quite good overall. The most annoying, and usefull, thing id the burrow. It is extremely tedious to go and tell every single dwarf one by one to stay in it, so I told them all once, and just add or remove areas.

When the dwarven caravan was rolling in, I noticed how unsafe the entrance was. any mist could get in easily! However, when observing the mist, i saw it can only go into areas touched by the sun! I told the miners to dig out a little tunnel which should stop any mist trying to get in!

While the caravan was trading, the liason told me that I was to become the baron of Clobbermountains! Wonderfull. I needed an office to work in, so I got it dug out in some microcline. Oh how i love microcline! I also noticed some of the other
[Spoiler](#) (click to show/hide)
~~snotty bastards~~ <---cant say that cos im one
nobles needed rooms so I got thats sorted.

I also did some mining for resources
[Spoiler](#) (click to show/hide)
,smothing and engraving the place
[Spoiler](#) (click to show/hide)
and got some stocpiles for the crapton of crafts and furniture we have

WE also neededsome serious machinery to defend us, so i built a siege engine training&production room, with about four dorfs training all the time.
also the mist got s

<div>*paper is unfortunately ripped here*</div>
<div>Title: Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies! Post by: Mr Frog on August 26, 2015, 09:11:26 pm</div>
<div>Groovy. My wrath is appeased.</div>
<div>Title: Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies! Post by: Gwolfski on August 27, 2015, 04:42:55 am</div>
<div>quick anouncment. wont be able to do antything 2day. sorry. i will get extra big uodate 2morrow</div>
<div>Title: Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies! Post by: pisskop on August 27, 2015, 07:30:57 am</div>
<div>you linked to a working year end save? yup.</div>
<div>ill be nosing around :D</div>
<div>Title: Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies! Post by: Monitor Lisard on August 27, 2015, 01:25:50 pm</div>

Here we go.

Spoiler: The Beginning (click to show/hide)

At the very beginning of the Age of Myth, in times long lost to dwarven memory, an ancient elven nation of Colifamime (as known as "The Tender Clearings" in common) flourished, protected by miles and miles of so-called Flayed Forests. They all praised Romimi, as he was said to be an ultimate ruler of all nature, both on ground and in water. Iyathi Dashtuft was the first known leader of the cult; under his supervision, his young apprentices were getting acquainted with spells and learning how to become one with great forces of the nature.

Among them was an elf, whose actual name is lost to time as well. The High Acolyte simply referred to him as "Onowe", or "Boy". The "Boy" did well; in three years he became one of the best students, and pushed even forward, meditating and conducting rites in order to get access to the power, which the mortal kings could only dream of. Unfortunately, his teacher was unaware of his' student's ardent will to archive that kind of power. Following a chain of blood magic experiments and other crimes against the nature, angered Romimi struck its unruly follower, turning him into a... monster.

Of course, Onowe could not continue his search among his fellow apprentices. He fled, and soon revealed himself a counselor and a personal secretary of Sethe Sworddancer, a well-known elven champion, who used to protect the royal family with his band of wandering heroes. At that time, rumors about The Boy were reaching the distant parts of The Tender Clearings, but the famed warrior either ignored or simply distrusted that talk of commoners. He asked Onowa about his time in the druid circle and laughed at the simpletons who tried to appease Rimini by their peaceful exercise.

In a matter of months, Sethe's temper started to change. His usual gruff bonhomie gave way to suspiciousness and ire. His band of warrior soon turned into a gang of brigands. What he could not obtain by intimidation, he obtained by the means of his sword, pillaging forest retreats, murdering and consuming his rivals under the pretext of ancient tradition. Uncontrollable by Queen Iru and her courtiers, he and his horrid knights were roaming the land, protecting the kingdom no more. Unfortunately, the elves were too busy by internal strife to deal with this threat, as Iyathi Dashtuft, acolyte and master diplomat, was murdered by bronze colossus in 22. After a while, Rathi Russetearths, high druid of The Tender Clearings, managed to gather an army capable of defeating the mad hero and his rogue army. Almost a year after, Sethe was finally surrounded in his estate with the leftovers of his troops and torn to pieces by war beasts. As for his secretary, Onowe managed to escape. Fearing even more losses in her battered militia, Rathi let the vampire in question and his small troop of mercenary goblins leave the Flayed Forest alive. She even managed to arrange a short meeting with an evildoer, forbidding him the entrance to The Tender Clearings forever. And so he left.

His fate remained unknown for Rathi. Onowe disappered, though the stories of "The black elf" being a hearth person of a human king came to The Tender Clearings. But Queen Iru disregarded this idle gossip, as the kingdom faced new challenge: The Torrid Lash and its steel legions.

In the early winter of 27, the troll Kifino Faintedsilks became an enemy of The Tender Clearings.
In the late autumn of 32, The Torrid Lash attacked The Finger-Weather of Parching of The Tender Clearings at Latherobeyed. The dwarf Tobul Toerope led the attack, and the defenders were led by the elf Iuethi Greatwindy.
In 33, the elf Enofe Planvinter became the queen of The Tender Clearings.
In 33, the elf Alisa Bulbhot became the acolyte of The Tender Clearings.
In 33, the elf Rifafa Slaughtersuitsors became the princess of The Tender Clearings.
In 33, the elf Lida Matchsquid became the druid of The Tender Clearings.

(http://s1185.photobucket.com/user/Georgethegunner/media/Legends%2015.png.html)

In 32, the great showdown occurred at Leatherobeyed . It was the only major battle in what later became known as "The Incinerated war". A company of dwarven champions, led by the general Tobul Toerope, and accompanied by infamous Queen Urist Tradeumbras herself.

In the late autumn of 32, Ordirelnis, "The Incinerated War" began.
In the late autumn of 32, Aristzonun, "The Assaulted Siege" occurred.
In the late autumn of 32, The Torrid Lash attacked The Finger-Weather of Parching of The Tender Clearings at Latherobeyed. The dwarf Tobul Toerope led the attack, and the defenders were led by the elf Iuethi Greatwindy.
In 33, the dwarf Atir Orbsgold became the king of The Torrid Lash.
In 33, The Marshes of Grael of The Dimpled Swamp founded Nightmarpacked.
In 33, the elf Lida Matchsquid became the druid of The Tender Clearings.
In the early spring of 33, The Tender Clearings accepted an offer of peace from The Torrid Lash.
In the early spring of 33, Ordirelnis, "The Incinerated War" ended.

(http://s1185.photobucket.com/user/Georgethegunner/media/Legends%2017.png.html)

The elves stood bravely against the invader, led by princess Iwethi, daughter of queen Iru. In the upcoming fight both elves and dwarves suffered heavy losses. They battled for days in the burning forest. Both Iwethi and Iru were killed, but the battle raged on.

Iru Clinchedhawk was a elf. She was one of the first of her kind.
In the late autumn of 32, Iru was struck down by the dwarf Atir Orbsgolds in Latherobeyed.
The Tender Clearings (queen, 1-32)

(http://s1185.photobucket.com/user/Georgethegunner/media/Legends%203.png.html)

Iuethi Greatwindy was a elf. She was one of the first of her kind.
In 1, Iuethi became the princess of The Tender Clearings.
In the midwinter of 1, Iuethi made a journey to The Mire of Tentacles.
In the midwinter of 1, Iuethi tamed the alligators of The Mire of Tentacles.
In the midwinter of 1, Iuethi returned to Cloudyvessels.
In 3, Iuethi married Lida Matchsquid.
In the late winter of 19, Iuethi made a journey to The Wretched Hill.
In the late winter of 19, Iuethi tamed the lions of The Wretched Hill.
In the late winter of 19, Iuethi returned to Cloudyvessels.
In the early autumn of 20, Iuethi made a journey to The Spike of Sullying.
In the early autumn of 20, Iuethi returned to Cloudyvessels.
In the early autumn of 20, The Torrid Lash attacked The Finger-Weather of Parching of The Tender Clearings at Latherobeyed. The dwarf Tobul Toerope led the attack, and the defenders were led by Iuethi.
In the late autumn of 32, The Torrid Lash attacked The Finger-Weather of Parching of The Tender Clearings at Latherobeyed. The dwarf Tobul Toerope led the attack, and the defenders were led by Iuethi.
In the late autumn of 32, Iuethi was struck down by the dwarf Monon Boardraces in Latherobeyed.

(http://s1185.photobucket.com/user/Georgethegunner/media/Legends%205.png.html)

Rathè Russetearth was a elf. She was one of the first of her kind.

In 1, Rathè became the druid of The Tender Clearings.

In the late autumn of 32, Rathè attacked the dwarf Mafol Oareagle.

In the late autumn of 32, Rathè was struck down by the dwarf Mafol Oareagle in Latherobeyed.

Related Historical Figures

Romimi, object of worship

(http://s1185.photobucket.com/user/Georgethegunner/media/Legends%206.png.html)

Finally, mighty warbeasts tore through the dwarven ranks, slaying mighty Tobul and also ending the reign of dwarven vampire queen.

Tobul Ningoden, "Tobul Toerope"

Tobul Toerope was a dwarf born in 4. He was the eldest son of Mafol Oareagle and Zuglar Bridgefrill.
In 4, Tobul settled in Lashcanyon.
In 9, Tobul settled in Channeleddecent.
In the midspring of 15, the dingo Uthal Illnesstar attacked Tobul.
In the midspring of 15, the dingo Uthal Illnesstar fought with Tobul. While defeated, the latter escaped unscathed.
In the early autumn of 15, the lumbering troll Sedne Ghostcavern attacked Tobul.
In the early autumn of 15, the lumbering troll Sedne Ghostcavern fought with Tobul. While defeated, the latter escaped unscathed.
In 16, Tobul became the general of The Torrid Lash.
In 16, Tobul settled in Mirrorrasped.
In the early autumn of 20, The Torrid Lash attacked The Finger-Weather of Parching of The Tender Clearings at Latherobeyed. Tobul led the attack, and the defenders were led by the elf Iuethi Greatwindy.
In the late autumn of 22, Tobul made a journey to the depths of the world.
In the late autumn of 22, Tobul tamed the cave crocodiles of the depths of the world.
In the late autumn of 22, Tobul returned to Mirrorrasped.
In 27, Tobul married Kadöl Necrotouns.
In 27, Tobul settled in Ledgravel.
In the late autumn of 32, The Torrid Lash attacked The Finger-Weather of Parching of The Tender Clearings at Latherobeyed. Tobul led the attack, and the defenders were led by the elf Iuethi Greatwindy.
In the late autumn of 32, Tobul was struck down by a grizzly bear in Latherobeyed.

Related Historical Figures

Mafol Oareagle, mother, d. 72
Zuglar Bridgefrill, father, d. 12
Athuir Reignsquare, object of casual worship
Kadöl Necrotouns, wife, b. 10 d. 45
Zen Stirrined, eldest daughter, b. 28 d. 88
Zulhan Mirrandcovered, second eldest daughter, b. 29 d. 156
Monon Ringedconfined, third eldest daughter, b. 30 d. 200
Obok Neesmith, youngest daughter, b. 32 d. 194

Related Entities

The Torrid Lash <member>
The Bust of Lucidity <former member>
The Galley of Certainty <former member>
The Contained Axe <former member>
The Excavated Spear <former member>
The Pick of Dust <member>
The Torrid Lash <general, 16-32>

Two Kills

One gorilla <♀> in Latherobeyed
One grizzly bear <♂> in Latherobeyed

(http://s1185.photobucket.com/user/Georgethegunner/media/Legends%2020.png.html)

Urist Nishgósmer, "Urist Tradedumbras"

Urist Tradedunbras was a dwarf vampire. She was one of the first of her kind.
In 1, Urist settled in Deathmined.
In 2, Urist began wandering the wilds.
In 4, Urist settled in Lashcanyon.
In 5, Urist became a ranger in Lashcanyon.
In 9, Urist stopped being a ranger in Lashcanyon.
In 9, Urist settled in Channeleddecent.
In 10, Urist began wandering the wilds.
In 13, Urist became the queen of The Torrid Lash.
In 13, Urist settled in Mirrorrasped.
In 15, Urist married Rith Rimmoments.
In the midspring of 28, Urist profaned The Cobalt Abbey in Mirrorrasped.
In the midspring of 28, ók Cradledsave cursed Urist to prowl the night in search of blood in Mirrorrasped.
In the midautumn of 29, Urist aroused general suspicion in Mirrorrasped after a murder.
In the midautumn of 29, Urist laid a series of oppressive edicts upon The Torrid Lash.
In the late autumn of 32, Urist was struck down by a grizzly bear in Latherobeyed.

Related Historical Figures

Tumam, object of dubious worship
Rith Rimmoments, husband, d. 27
Sákszul Stoppedshield, eldest son, b. 16 d. 27
Atir Crabstaff, second eldest son, b. 17 d. 57
Zas Workauthors, eldest daughter, b. 19 d. 173
Tekkud Painthandle, second eldest daughter, b. 20 d. 32
Kadol Armorcrown, third eldest son, b. 23 d. 181
Edzul Balancedsmith the bridegroom of the dusk horror, youngest son, b. 25 d. 127
Asmel Bookdaubed, youngest daughter, b. 26 d. 187

Related Entities

The Torrid Lash <member>
The Bust of Lucidity <former member>
The Galley of Certainty <former member>
The Contained Axe <former member>
The Excavated Spear <member>
The Torrid Lash <queen, 13-32>

Thirty-One Kills

Fourteen dwarves <♂> in Mirrorrasped
Seventeen dwarves <♀> in Mirrorrasped

(http://s1185.photobucket.com/user/Georgethegunner/media/Legends%2019.png.html)

The dwarves retreated. The battle of two queens, nominally won by elves, broke their spirit, as their hopes were gone with their queen and princess. The Tender Clearings could hardly recuperate after sustained losses, and when dwarven king Atir, a valiant warrior and, unlike his mother, a faithful worshipper of Tumam, proposed a hard yet fair peace, they accepted. Little did they know, that, after king Atir’s death in battle, queen Urvad the Invicta would reduce them to miserable slavery, and that her heir would continue her work.

Some rumours mentioned that, among the attacers, they saw a slender figure clad in black armor. Unfortunately, Druid Rathí did not manage to survive the battle to tell about her horrible find.

Aristzokun, "The Assaulted Siege"

A: 43 dwarves, 1 elf, 5 cave crocodiles, 29 losses
D: 47 elves, 10 grizzly bears, 4 tigers, 4 leopards, 4 gorillas, 5 alligators, 5 lions, 60 losses
Defender was victorious.

Part of ðetirvalis, "The Incinerated War"

In the late autumn of 32, The Torrid Lash attacked The Finger-Weather of Parching of The Tender Clearings at Latherobeyed. The dwarf Tobul Toerope led the attack, and the defenders were led by the elf Iuethi Greatwindy.
In the late autumn of 32, the elf Iuethi Greatwindy was struck down by the dwarf Monon Boardraces in Latherobeyed.
In the late autumn of 32, the elf Inefa Pontpraises's lower body was ripped by the dwarf Bonrek Spiralrack.
In the late autumn of 32, the elf Inefa Pontpraises's left foot was ripped by the dwarf Bonrek Spiralrack.
In the late autumn of 32, the elf Inefa Pontpraises was struck down by the dwarf Bonrek Spiralrack in Latherobeyed.
In the late autumn of 32, the dwarf Bonrek Spiralrack was struck down by a grizzly bear in Latherobeyed.
In the late autumn of 32, the dwarf vampire Urist Tradedunbras was struck down by a grizzly bear in Latherobeyed.
In the late autumn of 32, the dwarf Belor Laborfrancius was struck down by a gorilla in Latherobeyed.
In the late autumn of 32, the dwarf Tobul Toerope was struck down by a grizzly bear in Latherobeyed.
In the late autumn of 32, the dwarf Urvad Poitteesirons was struck down by a grizzly bear in Latherobeyed.
In the late autumn of 32, the dwarf Tekkud Painthandle was struck down by a tiger in Latherobeyed.
In the late autumn of 32, the elf Ethe Carminehall was struck down by the dwarf Monon Boardraces in Latherobeyed.
In the late autumn of 32, the elf Pina Leafyveill's right ear was smashed by the dwarf Atir Orbgolds.
In the late autumn of 32, the elf Pina Leafyveill was struck down by the dwarf Atir Orbgolds in Latherobeyed.
In the late autumn of 32, The Bust of the elf Rathè Russetearth and the dwarf Mafol Oareagle occurred.
In the late autumn of 32, the elf Iru Clinchedhawk was struck down by the dwarf Atir Orbgolds in Latherobeyed.
In the late autumn of 32, the dwarf Sonoth Covecloistered was struck down by a grizzly bear in Latherobeyed.
In the late autumn of 32, the dwarf Atir Orbgolds was struck down by a lion in Latherobeyed.
In the late autumn of 32, the elf Erija Manordawn was struck down by the dwarf Mafol Oareagle in Latherobeyed.
In the late autumn of 32, the elf Rivili Iaupeattacks's lower right back tooth was torn off by the dwarf Monon Boardraces.
In the late autumn of 32, the elf Rivili Iaupeattacks's left lower leg was smashed by the dwarf Monon Boardraces.
In the late autumn of 32, the elf Rivili Iaupeattacks's right hand was smashed by the dwarf Monon Boardraces.
In the late autumn of 32, the elf Rivili Iaupeattacks was struck down by the dwarf Monon Boardraces in Latherobeyed.

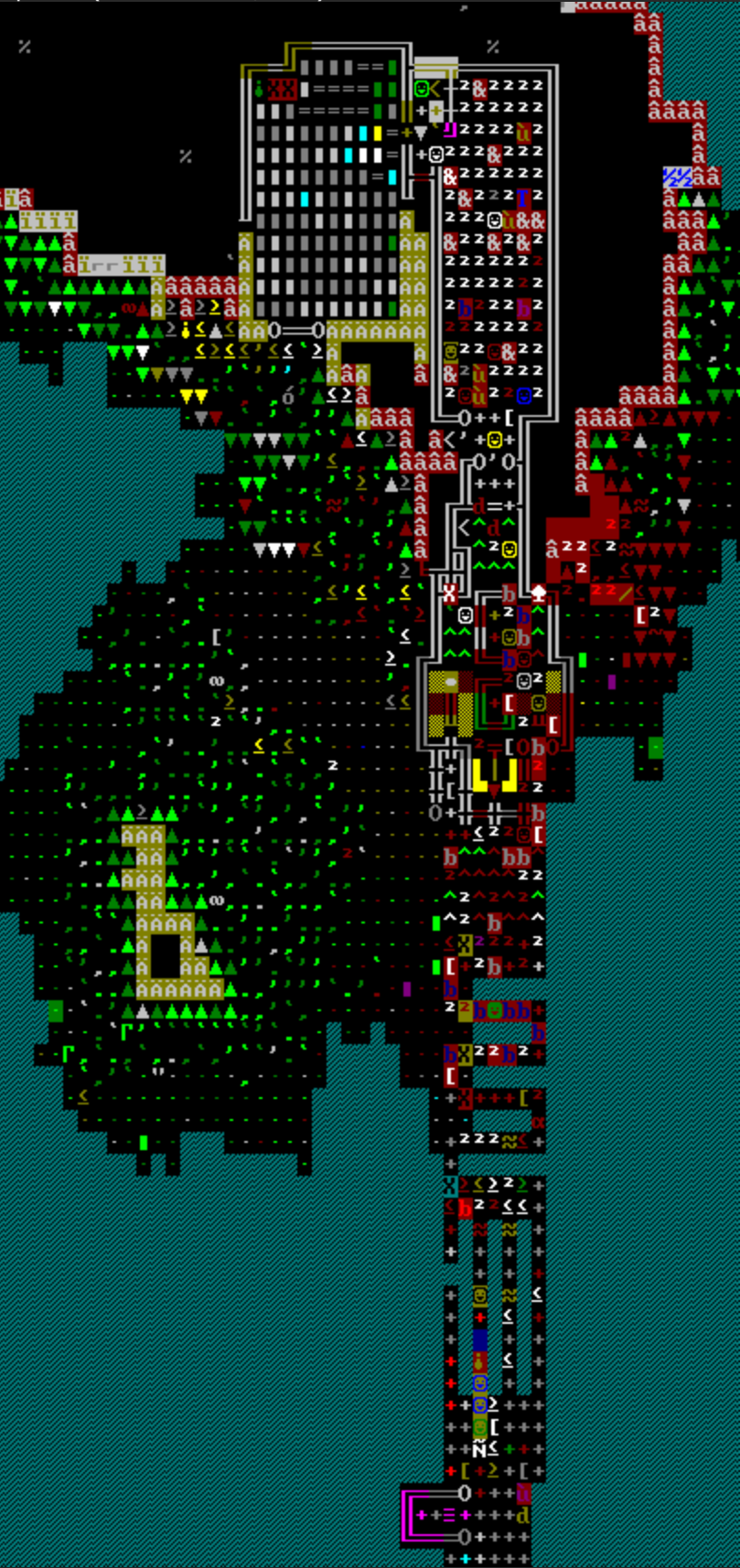
(http://s1185.photobucket.com/user/Georgethegunner/media/Legends%2018.png.html)

Them grizzly bears, man.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 27, 2015, 01:42:26 pm**

I picked up the save. Gwolfie, you used a tileset? The next person will want to make sure that the proper files are vanilla before replacing them with default values.

Also what is this? Besides trap spam
[Spoiler](#) (click to show/hide)



You should give us write ups pls. My dwarf is dead, you're a baron, wtf happened?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pissskop** on **August 27, 2015, 02:01:46 pm**

Okay, Mr Frog died in a cave-in. I died to a goblin. At least 1 hero dwarf fell off that bridge(?), 1 dwarf died to <unknown>, and theres like 400 more battle-deaths.
Fortress population is 132, with like 30 kids. What happened to the GCS you had?

Warfare [Load] (Notable)

1.	204 The Onslaught of Whipping	as part of The Outrageous War	by The Dimpled Swamps		(Deaths: 7)
2.	204 The Assaults of Skinning	as part of The Outrageous War	by The Dimpled Swamps		(Deaths: 20)
3.	204 The Assault of Fangs	as part of The Searing War	by The Ruthlessness of Rampaging		(Deaths: 11)
4.	204 The Onslaught of Shocks	as part of The War of Ignition	by The Wealthy Sabre		(Deaths: 20)
5.	205 The Assaults of Disembowelment	as part of The War of Ignition	by The Wealthy Sabre		(Deaths: 49)
6.	205 The Squeezing Siege	as part of The Searing War	by The Ruthlessness of Rampaging		(Deaths: 41)
7.	205 The Onslaught of Mobs	as part of The Searing War	by The Ruthlessness of Rampaging		(Deaths: 100)
8.	205 The Angry Assaults	as part of The Outrageous War	by The Dimpled Swamps		(Deaths: 92)

Owner History

1.

The Everlasting Bodices of The Torid Lash 

, founded Clobbermountains in 201 and abandoned in 206

Populations

•

6 Tigers

•

1 Dogs

•

1 Serpent Men

•

1 Goblins

•

1 Banshees

Also, could the next person free the two trapped miners on the floor with the siege weapons?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**

Post by: **Mr Frog** on **August 27, 2015, 02:54:42 pm**

Quote from: pisskop on August 27, 2015, 01:42:26 pm

I picked up the save. Gwolfie, you used a tileset?

...@Gwolski, I very specifically said, in the rules, to *uninstall any tilesets before uploading*. I am actually legit angry with you now. Unless someone can figure out how to fix it promptly your turn is null. I've had enough of this.

E: Okay I think I've worked out how to correct it.

E2: Ran into a hiccup. Too irritated to continue and I have things to do anyways. Will attempt the fix later tonight when I'm calmer.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**

Post by: **Splint** on **August 27, 2015, 07:37:53 pm**

Am I free to voice my opinion on that matter? Because I know Mr Frog has final say regardless.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**

Post by: **Mr Frog** on **August 27, 2015, 10:00:33 pm**

Quote from: Splint on August 27, 2015, 07:37:53 pm

Am I free to voice my opinion on that matter? Because I know Mr Frog has final say regardless.

Only if you're polite, civil, and refrain from personal attacks or other open hostility. I'd like to minimise any ensuing !!DRAMA!.

For the record, *provided that Gwolski posts the remainder of his updates promptly* I see no further reason to null his turn, as I'm 99% sure I can fix the save (can't at the moment due to prior commitments) and getting rid of a week of gameplay simply out of wrath seems extremely counterproductive.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**

Post by: **Splint** on **August 28, 2015, 06:33:15 am**

I'd like to voice that I feel Gwolski has performed in a sub-par capacity on all grounds, with few (and very underwhelming,) write-ups, seemingly breaking the trapspam rule (I can't tell if he has or not from the screenshot,) failure to observe the time and communication rules until *after* being poked about it, and violated the graphics rule. As such, I honestly feel that such a underwhelming presentation and wasting the thread's time for the most part, warrants a discard.

I mean no offense when i say these things, it's just how I feel in wake of them.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**

Post by: **Gwolski** on **August 28, 2015, 08:41:26 am**

look, i was in a bad situation, ok? i uploaded the save with graphics, cos , you wanted it strait away. easy to fix. go to init.txt and replace the phoebus something entries with curses16x16.png

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**

Post by: **TheBiggerFish** on **August 28, 2015, 10:02:35 am**

FWIW, you probably could have asked for a bit of time to take the tileset off.

Eh.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**

Post by: **Gwolski** on **August 28, 2015, 10:56:23 am**

look want me to do it for you?
Spoiler (click to show/hide)
yeah you do.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Gwolski** on **August 28, 2015, 12:28:19 pm**

look, im really low on time. howa bout i post a non-in-cf=haracter update now and tommorrow ill edit it into charatcer.

[Spoiler](#) (click to show/hide)

i have an unfinished silk trap. finish it like this:
Code: [\[Select\]](#)

```
#####  
#d#s#  
###+##
```

d is were you pit the dog from above, s is where you build the cage with the gcs, link it to the righter white lever. # are fortifications and + is a stone door, that will be forbidden after the cage is wired up.below the microcline bridge, build a bismuth bridge and link it to the purple lever in the control room. i gathered all the bismuth and made it into bars. when done, remove the spider room from the burrow and forbid the doors leading to the bridges. pull the cage lever to release the gcs. if you ever need to remove the dog,pull the top white lever.toggle the bridges to make silk fall down. be carefull ot ot crush the weavers. build some looms, one on collect web on repeat and the other make silk.

the big bridge with trpas is for military engagement with enemys .thetraps re bacup in cae enemies get past the soldiers. and to get war tigers for the arena.
be sure to make sure no dwarfs are in cages.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 28, 2015, 02:56:06 pm**

[Quote from: Gwolski on August 28, 2015, 08:41:26 am](#)
look, i was in a bad situation, ok? i uploaded the save with graphics, cos , you wanted it strait away. easy to fix. go to init.txt and replace the phoebus something entries with curses16x16.png

It's not that simple. The graphics pack you used tampered with the actual save file to change the display tiles of ores and such -- you can see this in pisskop's ~~save~~ screencap where unsmoothed walls don't have the right tile. What I now have to do (which I am extremely annoyed that I have to do) is copy unmolested raws from an earlier save into the save you uploaded and re-upload it.

Also, I didn't want the save straight away. I never said that. I needed an actual update. That's it.

Also **@Splint**: Those appear to be cage traps, which I never specifically banned, although the sheer number of them is a bit silly. I do have more than half a mind at this point to annul this turn but since we already have a save (...of sorts) up I'd rather try to keep things in motion rather than roll back. That would be a *true* waste of time.

E2: Although, for the record, anyone who pushes their luck in terms of not giving updates from now on is gonna be skipped -- if I have to pester someone more than once or twice they're canned. I tried being nice this time, but it backfired, and now Angry Frog is on the loose and I *really, really* don't like him or want to have to bring him out again.

E3: Save has been fixed. So that's one fire put out.

E4:
[Quote from: Gwolski on August 28, 2015, 12:28:19 pm](#)
look, im really low on time. howa bout i post a non-in-cf=haracter update now and tommorrow ill edit it into character

Just make a separate post for the in-character version, and please, make it *nice and big*.

E5: Fixed a wrong word.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 28, 2015, 04:56:43 pm**

I'm not getting my hopes up.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 28, 2015, 05:39:42 pm**

[Quote from: Splint on August 28, 2015, 04:56:43 pm](#)
I'm not getting my hopes up.

There's no need to get snarky.

Gonna go and mull things over for a bit.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 28, 2015, 11:24:36 pm**

Okay, so. I've mulled it over thoroughly and in light of the massive delays, need for repeated pestering, and demonstrated ignorance of and/or disregard for the rules, I have lost faith in Gwolski's ability to perform in a timely manner without having to metaphorically stick a cattle prod up his butt, which is already noted by himself as resulting in extremely-slapshod work. As such, **I am annulling Gwolski's turn** (with profuse apologies) and rolling back to pisskop's save (<http://dffd.bay12games.com/file.php?id=11047>). Please send any bitching to me directly via PM, as there's already too much drama regarding this in the thread and I'd much rather keep things tidy -- I'd like this to be the last in-thread post on the subject. I apologise for flip-flopping on the matter.

Not to be draconian, but hereafter I'll only pester someone about status reports and updates once or twice before just skipping them, so please nobody push your luck.

Now, if y'all don't mind, I have now stressed out over this silly forum game way more than I should have so I'm just gonna go play Earthbound for a few hours.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 29, 2015, 06:03:21 am**

In fact, game-related fiction in this thread amuses me more than the succession game itself. Also, the last two or three of my own games were abandoned, not because of lack of interest, but rather the overabundance of rules and such.

Thinking about starting an Ms Paint adventure or something like that.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 29, 2015, 06:07:28 am**

Well alot of the time the rules are just "be timely, don't do x (usually trap halls/atomsmashers,) and do x (such as make sure x number of dwarves fill a burrow for thier overlords.)"

As to the fiction, well, this is why slowdowns like this are best avoided.

Otherwise The Curse of Spearbreakers rears it's mug-shaped head.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 29, 2015, 06:17:44 am**

Quote from: Splint on August 29, 2015, 06:07:28 am
Well alot of the time the rules are just "be timely, don't do x (usually trap halls/atomsmashers,) and do x (such as make sure x number of dwarves fill a burrow for thier overlords.)"

Well, I was trying to rely on people's ability to manage their time. Didn't turn out too well... Even though me suddenly losing interest is another issue.

I also feel kinda bad for leaving Blackhold. I mean, it must have been too much for a noob like me, to manage such an elaborate fortress and meet your standarts.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 29, 2015, 06:23:50 am**

You were doing pretty good actually. I mean I have no problem with picking up the save I handed off and continuing (been meaning to ask about that,) but I did find it amusing we were losing soldiers to gnomes more than any other enemy.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 29, 2015, 06:30:23 am**

I still have the save on me, though I need to revise my tactics first. I mean, gathering up soldiers before the attack, using burrows more actively... Good thing about sucession fortresses with experienced players is that they usually have a shitton of resourses, which I can spend ineffectively for stupid things.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 29, 2015, 06:52:03 am**

I'll be honest, I tend to cheat when it comes time to muster the troopers (after which, switch off fastdwarf, and whatever happens happens - hence several screwdriver related casualties in my parts.) It's more to avoid the typical AI related issue of guys running off one-by-one to get massacred than anything though.

As to this place, Taupe is next right? If so, me have good feeling about this.

EDIT: Speaking of which, there's a sufficient gap so I may reserve a third turn to inevitably re-fix the militia since I'm sure it'll be a horrid mess by then. But I'll let Mr Frog decide how far down I have to be for a third go since he runs the show.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 29, 2015, 12:23:49 pm**

Quote from: Monitor Lisard on August 29, 2015, 06:03:21 am
In fact, game-related fiction in this thread amuses me more than the succession game itself. Also, the last two or three of my own games were abandoned, not because of lack of interest, but rather the overabundance of rules and such.
Thinking about starting an Ms Paint adventure or something like that.

Do it. DO IT.

I'm also having fun with the out-of-fortress pieces, although I remember someone bitching about Spearbreakers having too many of them. Think I'm gonna have the next one at least be vaguely-relevant to the fort.

Also, sorry that your story got kind of swallowed by the drama. I liked it, although the bit about blood magic makes me want to caution you against letting Blackie have too many powers. I don't like shackling people, but if one person has a powerful character then EVERYONE wants a powerful character, and of course theirs always has to be the MOST powerful, which gets silly very quickly as everyone tries to one-up each other (highlights from Spearbreakers include a literal cyborg made of adamantine).

Also, I kind of wish the bit with Sethe was a standalone piece, as (as I've mentioned before) I find mind-tampering-y stuff delightfully horrifying (and I'm assuming that's what was going on there what with the personality change and all).

Quote from: Splint on August 29, 2015, 06:52:03 am
I'll be honest, I tend to cheat when it comes time to muster the troopers

Please do not do that here. I'm sure you can figure something else out. Use your imagination! :D

Quote
Speaking of which, there's a sufficient gap so I may reserve a third turn to inevitably re-fix the militia since I'm sure it'll be a horrid mess by then. But I'll let Mr Frog decide how far down I have to be for a third go since he runs the show.

Sure. I'll just add you to the end since, as you say, there is a significant gap between your turns.

Also, since you mentioned earlier that you didn't have any story ideas since political conspiracy wasn't really your cup of tea... we *do* have at least two large-scale military conflicts in progress -- the escalating conflict with the banshees resulting from our intrusion on their territory, and the age-old simmering war against the Spawn to hold the line against their northern advancement. I think that might be more your speed.

E: Also there's the fact that I am 99% sure that cherry-hearts managed to start a war with either the elves or the humans or both. And the goblins are a thing too. So maybe even FIVE wars going on.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Taupe** on **August 29, 2015, 12:29:10 pm**

So it's my turn huh? I'm currently in the process of rebooting the Murderflood reboot. Not sure exactly how long that'll take. Id imagine finishing the embatrs preps tonight, and playing throught the year from monday to wednesday. Thursday will be my day off this week, si

expect the first part of Clobbermountains that evening, september 3rd. I'll be working extensively on the weekend. The rest of the turn will be played between monday through wednesday, unless real life gets complicated. Final write up and save should be done on the 9th, worst case scenario the tenth of september.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 29, 2015, 12:41:00 pm**

Quote from: Taupe on August 29, 2015, 12:29:10 pm

So it's my turn huh? I'm currently in the process of rebooting the Murderflood reboot. Not sure exactly how long that'll take. Id imagine finishing the embatrs preps tonight, and playing throught the year from monday to wednesday. Thursday will be my day off this week, si expect the first part of Clobbermountains that evening, september 3rd. I'll be working extensively on the weekend. The rest of the turn will be played between monday through wednesday, unless real life gets complicated. Final write up and save should be done on the 9th, worst case scenario the tenth of september.

Five days seems like a while to go without a proper update... Hm. I'll message mikethete and then ImagoDeo, and if one of the two is available I'll bump you back so you hopefully won't be caught at with a prior commitment next time. Besides, I'd really rather you have time to take a break between the two rather than having to play two turns in two separate forts back-to-back :V

E: Actually, it looks like ImagoDeo hasn't been on here for a few days, so if mikethete doesn't respond within 48 hours the next in line is Splint. Is that okay with Splint?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Taupe** on **August 29, 2015, 12:51:57 pm**

By the time you wait two days for an answer and then wait for people to play and do a write-up, I'd already be done with the first part of my turn. Just sayin'.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 29, 2015, 01:22:44 pm**

Quote from: Taupe on August 29, 2015, 12:51:57 pm

By the time you wait two days for an answer and then wait for people to play and do a write-up, I'd already be done with the first part of my turn. Just sayin'.

Well, mikethete *might* answer promptly. Maybe. He doesn't seem very active but he *has* been on in the past couple days... if he still hasn't been on the forums by tomorrow I'll make other plans. You'll likely be busy with Murderflood until then so I have a bit of leeway, but if nobody's claimed the save by the time you're free then, sure, go ahead and take it :V

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **mikethete** on **August 29, 2015, 01:30:00 pm**

Quote from: Mr Frog on August 29, 2015, 01:22:44 pm

Well, mikethete *might* answer promptly. Maybe. He doesn't seem very active but he *has* been on in the past couple days... if he still hasn't been on the forums by tomorrow I'll make other plans. You'll likely be busy with Murderflood until then so I have a bit of leeway, but if nobody's claimed the save by the time you're free then, sure, go ahead and take it :V

I lurk more then I post. I also have the save and will start on the turn as soon as possible.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 29, 2015, 01:42:13 pm**

Quote from: mikethete on August 29, 2015, 01:30:00 pm

Quote from: Mr Frog on August 29, 2015, 01:22:44 pm

Well, mikethete *might* answer promptly. Maybe. He doesn't seem very active but he *has* been on in the past couple days... if he still hasn't been on the forums by tomorrow I'll make other plans. You'll likely be busy with Murderflood until then so I have a bit of leeway, but if nobody's claimed the save by the time you're free then, sure, go ahead and take it :V

I lurk more then I post. I also have the save and will start on the turn as soon as possible.

Yeah, I figured as much. I'll fiddle with the turn order now.

Also, again, please make sure that you've at least skimmed the rules -- tl;dr check in with us every day or so* with in-character writeups every few days, *do not make me constantly have to get up your ass or so help me*, please use ASCII only (custom ASCII like what I used is acceptable). Happy Frog is back but his patience is yet running thin.

E: *At minimum, the more OOC status reports the better as long as they culminate in an in-character writeup.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **mikethete** on **August 29, 2015, 02:29:12 pm**

There seems to be a minor GCS problem in the caverns, and my fps is somewhat good.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **pisskop** on **August 29, 2015, 03:32:02 pm**

Capytare them so we might build web traps for out obsidian hearted friends.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 29, 2015, 04:18:47 pm**

Quote from: Mr Frog on August 29, 2015, 12:23:49 pm

Quote from: Splint on August 29, 2015, 06:52:03 am

I'll be honest, I tend to cheat when it comes time to muster the troopers

Please do not do that here. I'm sure you can figure something else out. Use your imagination! :D

Quote

Speaking of which, there's a sufficient gap so I may reserve a third turn to inevitably re-fix the militia since I'm sure it'll be a horrid mess by then. But I'll let Mr Frog decide how far down I have to be for a third go since he runs the show.

Sure. I'll just add you to the end since, as you say, there is a significant gap between your turns.

Also, since you mentioned earlier that you didn't have any story ideas since political conspiracy wasn't really your cup of tea... we *do* have at least two large-scale military conflicts in progress -- the escalating conflict with the banshees resulting from our intrusion on their territory, and the age-old simmering war against the Spawn to hold the line against their northern advancement. I think that might be more your speed.

E: Also there's the fact that I am 99% sure that cherry-hearts managed to start a war with either the elves or the humans or both. And the goblins are a thing too. So maybe even FIVE wars going on.

I'll have you know I was referring to Blackhold and I only do that because it's a long-ass run to the front gate from the barracks there.

As to setting something up, if anyone can give me a general idea (numbers involved, and such,) I could give something a shot.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 29, 2015, 04:24:52 pm**

Quote from: Splint on August 29, 2015, 04:18:47 pm
As to setting something up, if anyone can give me a general idea (numbers involved, and such,) I could give something a shot.

How about the conflict described in my story? I mean, you seem to be quite good at describing epic battles and such. And that fiery skirmish features vampires and OP grizzlies. Also, some screenshots were provided.

(Also, I've just notised that the druid was murdered by the dwarven general's mother. Family business is family business.).

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 29, 2015, 04:38:39 pm**

Quote from: Splint on August 29, 2015, 04:18:47 pm
I'll have you know I was referring to Blackhold and I only do that because it's a long-ass run to the front gate from the barracks there.
As to setting something up, if anyone can give me a general idea (numbers involved, and such,) I could give something a shot.

Yeah, I didn't actually think you would. I just like to make 100% sure.

As for the wars going on, here's what I conceive of:

Banshee: Not super-full-scale yet, but rapidly-escalating. Consists largely of raiding parties sent to towns and villages on the outskirts of our territory, although as the banshees grow more irritated with our presence they have been starting to send larger squads attacking better-protected sites as retaliation.

Spawn: More-or-less continuous conflict since literally the dawn of our civilisation, although we've managed to cow them into something resembling submission. There are still frequent skirmishes on the southern border of the Lash, and occasionally raiding parties manage to break or slip through our lines and attack towns, with ruinous consequences. Frequency of attacks has been on the rise lately. Every effort is made to not let the public know how much we're threatened by the Spawn; as far as they know, the Spawn are essentially defeated, there are only occasional raids which are Pyrrhic victories at best for the Spawn attackers, and we most certainly do *not* have a large-scale border patrol force making sure that the Spawn can't get into our territory.

Goblins, Humans, Elves: Dunno. As a challenge, you *do* have to make the goblins be full-on Chaotic Evil but you *also* have to make them sympathetic somehow (you don't have to if you don't want to, but I just think it'd be interesting).

E: As for numbers, I think in the last piece I wrote I was using scaled-down DF numbers, so 200 would be a fairly-large army.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 29, 2015, 05:00:23 pm**

Quote from: Monitor Lisard on August 29, 2015, 04:24:52 pm
Quote from: Splint on August 29, 2015, 04:18:47 pm
As to setting something up, if anyone can give me a general idea (numbers involved, and such,) I could give something a shot.

How about the conflict described in my story? I mean, you seem to be quite good at describing epic battles and such. And that fiery skirmish features vampires and OP grizzlies. Also, some screenshots were provided.

(Also, I've just noticed that the druid was murdered by the dwarven general's mother. Family business is family business.).

Errr... As embarrassing as it is to say, you'll have to send me the relevant stuff.

And I wouldn't call myself good at describing people being killed with (to us,) antiquated murder implements.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **mikethete** on **August 29, 2015, 05:15:23 pm**

Its Now a MAJOR GCS problem,stupidity at its finest

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 29, 2015, 05:17:14 pm**

Quote from: mikethete on August 29, 2015, 05:15:23 pm
Its Now a MAJOR GCS problem,stupidity at its finest
Excuse me while I paranoidly look for escaping GCS and readjust my tinfoil hat.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Taupe** on **August 29, 2015, 05:17:38 pm**

The GCS issue has involved into a FPS issue. Fortress-Prowling Spiders...

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 29, 2015, 05:23:51 pm**

Quote from: Taupe on August 29, 2015, 05:17:38 pm
The GCS issue has involved into a FPS issue. Fortress-Prowling Spiders...
No, they're trying to escape the very game itself by slowing it so much the game doesn't notice they've left and crawl THE Web. And if they find a 3D printer we are so doomed.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 29, 2015, 05:25:23 pm**

Finished the first month,GCS is no more(after trapping half the fort in its webs),and everyone is throwing tantrums

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 29, 2015, 05:29:33 pm**

Taking bets, fort death this turn or the one following.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 29, 2015, 06:29:23 pm**

Quote from: mikethete on August 29, 2015, 05:25:23 pm
Finished the first month,GCS is no more(after trapping half the fort in its webs),and everyone is throwing tantrums

Dear lord, what did you do??

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 29, 2015, 06:31:43 pm**

Quote from: Mr Frog on August 29, 2015, 06:29:23 pm
Quote from: mikethete on August 29, 2015, 05:25:23 pm
Finished the first month,GCS is no more(after trapping half the fort in its webs),and everyone is throwing tantrums

Dear lord, what did you do??
I think a better question is "Who *didn't* the spider eat?"

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 29, 2015, 06:35:29 pm**

Quote from: Splint on August 29, 2015, 06:31:43 pm
Quote from: Mr Frog on August 29, 2015, 06:29:23 pm
Quote from: mikethete on August 29, 2015, 05:25:23 pm
Finished the first month,GCS is no more(after trapping half the fort in its webs),and everyone is throwing tantrums

Dear lord, what did you do??
I think a better question is "Who *didn't* the spider eat?"

Hopefully they're all children so that the snatchers will have people to kidnap

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 29, 2015, 06:55:11 pm**

I'm gonna write a little flavor piece about a village called Bootpaint involving a spawn raid. Figure now's a good a time as any since I don't have work tomorrow.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 29, 2015, 07:01:09 pm**

What is your guadiness exactly?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 29, 2015, 07:27:38 pm**

Quote from: piisskop on August 29, 2015, 07:01:09 pm
What is your guadiness exactly?
His Gaudiness is the great leader of the Dwarven Nation and stalwart defender of said Nation against the Holistic Spawn, of course!

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 29, 2015, 08:15:19 pm**

Quote from: TheBiggerFish on August 29, 2015, 07:27:38 pm
Quote from: piisskop on August 29, 2015, 07:01:09 pm
What is your guadiness exactly?
His Gaudiness is the great leader of the Dwarven Nation and stalwart defender of said Nation against the Holistic Spawn, of course!

Correct.

New character sketch for the Archivist is in progress, and trust me when I say that I am saving this one *obsessively*.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 29, 2015, 10:03:35 pm**

Question: What are our deities? I need it for the last line of my shitty story.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **piisskop** on **August 29, 2015, 10:10:40 pm**

The Torrid Lash, Dwarves
Worship List
Likot, deity: jewels, wealth
Âçk Cradledsave, deity: fortresses, earth, caverns, mountains
Rafum, deity: luck
Zustash the Last Year, deity: longevity
AthnÂ'r Reignsquare, deity: discipline
Tumam, deity: justice
Arzes, deity: storms
Vumom, deity: speech
Thoth Cloudyrains the Cave of Auras, deity: the sky, the stars, the night
Stâ€°Imith Stylecontrol, deity: games, persuasion, poetry
Geles, deity: hospitality
Lim the Shady Riddles, deity: torture, darkness

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 29, 2015, 10:22:04 pm**

I'm pretty damned rusty on the writing front. Unspoilered because nobody said it had to be. Bootpaint obviously doesn't exist in-game, but is located somewhere (relatively speaking,) close to Clobbermountains, but off the beaten path compared to the in-game places.

Bootpaint was a healthy village, centred around a deep-running set of gold and copper mines. The population, of roughly 200, had received little word of wars or the goings on of the world. Much of it was built above ground, mainly so that the humans who often purchased large amounts of copper would feel comfortable, and because the village dwarves never felt they needed a mountain between them and the wilderness. The 20-strong militia had kept the lands clear of wolves and other predators and the Army kept the worse things at bay.

But as of late, patrols from the army had begun to pass by. Platoons of dwarves patrolling the land for beasts, banshees, and "other things." One morning, a battered and dying dwarf stumbled into the village. His mail was split in places, helmeted dented, shield cracked and near falling to pieces, and his axe blade chipped beyond semblance of usefulness. He bled profusely from wounds in his lower body and shield arm.

The closest at hand to see the dwarf was a mine foreman. He rushed over to the wounded soldier, and asked what had happened.

"What on earth did this?" The Foreman asked in total shock of the dwarf's injuries.

The injured soldier leaned on the miner for support, and told him weakly that "They're coming... Ambushed... All gone..."

"Who?" The other dwarf asked, becoming frightened. "Who is coming?"

The soldier could only say "Them." And gesturing behind him. The Foreman dragged him to the inn (which often served the village as it's hospital. Unfortunately, as he reached lay the soldier down in a backroom cot, he found the dwarf had died, and it was only now that he realized he had trailed blood all the way from the edge of town.

It wasn't long before most of the town was gathered at the inn, trying to figure out who exactly "them" were. His wounds, they had concluded, would have taken the likes of human or goblin greatswords and war axes to inflict.

One of the last to arrive however, was an old dwarf. He had what appeared to be many long scars on the left side of his face, and was blind in that eye. He bore a set of steel mail and leather scale, with a heavy iron helm decorated with yak bone inlays of crossed swords and a skull with a chip in it on the front.

The old dwarf had no name as far as anyone knew. He was long and gray in beard, and his armor showed numerous signs of hastily done patch-job, with leather sewn to the mail in places it had been pierced or broken while the back of his helm had an iron plate riveted to it (likely to hide a hole that had been more or less hammed to shape with the plate.) On his hip hung a bronze blade in a sheath decorated with the bones of what he called "foul horrors," while around his neck were misshapen teeth on a copper chain. The bones on his blade-cover, nevermind the tooth necklace, unnerved most of the population, leading some to believe he might have been raised by goblins or maybe humans.

This dwarf, with battered armor, was simply called "The Captain." Nobody knew how old he was, or where had come from. Just that he had come from "another part of the Reaches. Just come to see how things were," roughly 40 years ago, when Bootpaint was founded.

Outside, the militia had already mustered on his orders.

"Let me see the body." The old soldier said, shoving past the small crowd still in the tavern.

He looked it over, lifted and shifted mail aside. After a few moments inspecting the deep gashes and what looked to the unlearned like wounded inflicted by arrows that had been yanked free, he went into the front part of the inn.

"Where's Mayor Kib?" He asked aloud.

"Right here Captain, what is it?" The Mayor announced as she wormed her way through the other folk.

The Captain grabbed her and spoke quietly. "Woodcutting axes, picks. Bring several. Grab whatever food and drink the civilians can, and get them into the mines. Have a mason block the entry."

"Er, Captain, you'll have to expl-" Kib started, when The Captain cut her off.

"No, I don't. Get the people to safety. Bring a time piece and compass, and leave at least one pick. If the militia doesn't come for you within a day, make north for the Homelands through the caves." He let go of her and promptly walked away, once again pushing his way out.

The Captain stepped off the Inn's porch and was now amid his small force.

The militia was clad in a uniform set of leather scale body armor, and bronze mail, with iron helmets bearing a similar symbol. Some bore axes and hammers, 4 carried crossbows and well-made copper bolts, and one dwarf even carried a human-made iron flail, but most carried a sword of iron or steel at their hip. Most were fairly young compared to their leader, the youngest no older than 15, while the oldest was only in their 30s. They had grown up listening to The Captain's war stories, about battles against banshees and goblins. The had seen him strike down countless bears and wolves alone, and it was only a few months ago did they finally work up the nerve to join him in protecting their home.

"Orders sir?" His Sergeant asked, giving him a quick nod.

The Captain just grunted and asked "Where'd that soldier come from?"

A younger militadwarf pointed to the west part of the village. "Thatways Cap."

The Old dwarf grunted and started heading that way. Without a word, the militia followed.

It didn't take long for them to hear the bustle and see a trickle of dwarves going into the mines with barrels of food and an assortment of boxes and tools, likely to make temporary or permanent shelter, and to defend themselves from the likes of trolls and giant olms.

As they passed beyond the edge of the village, things became strangely quite, save for the soft rattle of chain armor and the crunch of leaves and other forest litter.

They kept marching, the militiadwarves muttering amongst themselves about where the animals were. And soon, the began finding signs of a battle: A shattered sword, an axe buried in a tree with its handle snapped, a crumpled helm, ample disturbed foliage, bolts lodged in trees, what appeared to be severed limbs belonging to something that might've been burnt. And then they hit the brook.

Roughly thirty dwarves were found, dead, amid a great tangle of equipment from their camp, blood, and severed remains. There was an equal number of burnt husks, and teeth, good gods the teeth! There were also strange lumps of black rock, possibly obsidian, laying beside some particularly mangled husks.

"Mes umid obur dimol..." The Captain said, raising a hand to halt the militia. They oft spoke the old tongue in the field, to help confuse anyone who might be listening that wasn't friend to them. The militia drew their weapons, a collective rasp of 9 swords being drawn was akin to a strange hissing chorus. The relatively inexperienced militia tried to hide their fear, but the scene left all but the bravest among

them shaking.

Then, *they* appeared. 11 in all, most injured. Some were riddled with crossbow bolts, 5 were missing one or both hands, or one or both arms, and one had dragged itself out of the treeline, lacking legs and trailing its intestines.

"Nom erlin!" Gaspd one solider. His sentiment was shared by all but The Captain.

Spawn.

The only charred, be-clawed abomination that still had all its limbs was an impressive sight, almost as tall as a human, with a bolt lodged in its head and chest. It pointed at the Captain as he drew his battered bronze blade with a gnarled claw. To the younger warriors' collective horror, it spoke. In the old tongue.

In a horridly strangled, hissing voice, it said "Zanorrit, fotthor momuz!" Why had it called The Captain "Heartcutter?"

If one were to look closely at the bone runes set in the fuller of his sword, on could see it plainly. It was not The Captain's name, but his sword's. However, to the Spawn, it may as well have been his name. He calmly replied "Nay, momuz." The meaning to a dwarf was clear: This forest would not be his tomb, but the spawn's.

The spawn screeched, and its minions replied in kind. It then spoke again, further scaring the young dwarves.

"Gedor amur mes! Shaketh meng usal!" With that, it charged.

The Captain braced himself, and took in a deep breath, reversing the hold on Heartcutter. The spawn closed the gap, but before it know what had happened, it had bounced off his shield, and he was stomping vigorously on the creature's chest and maw. It snapped shut on the dwarf's leg, but to it's utter horror, it failed to penetrate his bronze-plated boots! The Captain raised his sword, and brought it down on the snapping creature's hand-claw as it threw it up to try and break the old soldier's ribs, pinning it to the beast's neck as he paralyzed it with the blow.

A twist, pull, and another strike, and the Spawn was dead, it's heart shattered in its chest.

The other Spawn seemed hesitant now. They had clearly expected their leader to mode the clearing with this old and gray dirt man.

Pulling his boot and sword free, he pointed at the confused monsters, sword first.

"Savot emen tol ellest! Umom mes rash!"

The militia gripped their weapons, some even smiling as they heard the ancient language spoken.

"Ellest! Semor!?" The Captain shouted.

"Semor!" The militia replied in unison!

"Lisid! Umom mes, ontak tol umid." The Captain bellowed in response. At the first word, the militia charged, and the Spawn did so in kind, screeching incoherently. Except the legless one. it couldn't make noise through its own guts.

The Captain lead the charge, shield first, into the horde. Rafum willing, they would claim victory with little loss of dwarven life.

Have shitty story, starring a Blademaster by the simple designate of "The Captain." I like the idea of dwarven soldiers using their native/old language on patrol and during small battles, hence the use here. And yes, I had to skim over. I'll leave the outcome to you guys until I feel like it/you guys want a follow up. And hell, I even characterized the Spawn some!

Spoiler: Translations/Context of dwarven. (click to show/hide)

"Mes umid obur dimol..."
Creatures of the fallen hero lurk here...

"Nom erlin!"
Gods [High] above!

"Zanorrit, fotthor momuz!"
Heartcutter, this forest will be your crypt!

"Nay, momuz."
Nay, it will be *your* crypt.

"Gedor amur mes! Shaketh meng usal!"
Evil dirt creature! The Torrid Lash will crumble!

"Savot emen tol ellest! Umom mes rash!"
Stand strong mountain kin! Even the dark creatures can die!

"Ellest! Semor!?"
Kin [Brothers! Union!? [Are you with me!?]

Semor!
[We are with you!]

"Lisid! Umom mes, ontak tol umid."
Clash [Charge!] Dark creatures, the arms of the mountains are [Fall] upon you!

Fun fact, Rafum means Coincidence in dwarven. I'm also open to theories on The Captain.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 29, 2015, 11:05:33 pm**

I'll read Splint's story later; I just have to get this posted right away:

Spoiler: The Royal Archivist (click to show/hide)



Not sure what she's smiling about but I'm assuming someone's about to die hilariously.

I incorporated the straps, dark glasses, and sidelock from Lisard's design. Also, her skin isn't supposed to be quite so bluish; I just did it to harmonise with her clothes a bit better.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 29, 2015, 11:29:25 pm**

The Archivist doesn't seem like she'd look out of place in a modded Skyrim to me...

But I approve!

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 29, 2015, 11:51:03 pm**

Quote from: Splint on August 29, 2015, 11:29:25 pm
The Archivist doesn't seem like she'd look out of place in a modded Skyrim to me...

But I approve!

I know a lot of people have a massive hateboner for Skyrim for some reason and I know a lot of mods suck so I'm not sure how offended I should be at the first paragraph. Ahaha.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 30, 2015, 12:31:48 am**

She looks like a spellcaster with a fancy robe-type outfit/armor is what I was getting at. Not something you'd see in the base game Looks like it might be the thalmor robes meshed with something else to me,) but not so outlandish it wouldn't work as a mod for a more "pure" mage.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 30, 2015, 12:55:22 am**

Quote from: Splint on August 30, 2015, 12:31:48 am
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No lie, If someone mods the Royal Archivist's robes into Skyrim and gives it a retardedly-high Conjuration bonus I will love them forever

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 30, 2015, 12:56:09 am**

To be honest, I was expecting glasses-on-a-stick librarian, but EEEEEVIL. Not, well, sunglasses of involuntary coolness. The robes kind of look odd, frankly...Eh. They appear video-gamey. Not necessarily a bad thing. Not necessarily a good thing. However, the Archivist seems, so far, to be much less into pretentious. Judging by characterization, not necessarily art. I probably would have gone for a simple (ha ha) blue-robe-with-like-a-tabard-or-something.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Taupe** on **August 30, 2015, 01:01:12 am**

Quote from: Mr Frog on August 30, 2015, 12:55:22 am
Quote from: Splint on August 30, 2015, 12:31:48 am
She looks like a spellcaster with a fancy robe-type outfit/armor is what I was getting at. Not something you'd see in the base game Looks like it might be the thalmor robes meshed with something else to me,) but not so outlandish it wouldn't work as a mod for a more "pure" mage.

No lie, If someone mods the Royal Archivist's robes into Skyrim and gives it a retardedly-high Conjuration bonus I will love them forever

The mods im running contain somewhat similar clothes. All Id really need to do is enchant the thing... I cant really mod things in tho, only build houses and caves.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 30, 2015, 01:11:10 am**

Quote from: TheBiggerFish on August 30, 2015, 12:56:09 am
To be honest, I was expecting glasses-on-a-stick librarian, but EEEEEVIL. Not, well, sunglasses of involuntary coolness. The robes kind of look odd, frankly...Eh. They appear video-gamey. Not necessarily a bad thing. Not necessarily a good thing. However, the Archivist seems, so far, to be much

less into pretentious. Judging by characterization, not necessarily art.
I probably would have gone for a simple (ha ha) blue-robe-with-like-a-tabard-or-something.

She kind of needs the huge shades; the less of her face is visible, the less chances there are of someone being all "wait WTF why do you look like a twenty-year-old, aren't you like a hundred and two??"

She thinks of herself as being a higher form of life than mere mortals (although I haven't really touched on that aspect of her yet), so I'd actually imagine her to like dressing impressively on some level, although she'd just as soon wear normal clothes since, really, what does *she* have to prove to these short-lived insects we call dwarves? However, her station somewhat demands that she dress accordingly.

I do concede that the robe design is a clusterfuck, lol. Wanted it to look fancyish but a fashionista I am not.

Incidentally...

Quote
They appear video-gamey.

I'm not sure how to tell you this but we are in fact playing a video game here ~~although I do understand and agree with your point~~

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 30, 2015, 02:41:12 am**

Man, she looks SWEET. I love how you turned some unintended parts of my rusty design into something... well, thoughtful. Awesome picture you got there.

I'd like to feature her (using you design as a reference) in more pictures of mine, but now I'm slightly ashamed I won't be able to draw her that good.

Also, loving them locks. :D

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 30, 2015, 03:22:57 am**

Quote from: Monitor Lisard on August 30, 2015, 02:41:12 am
Man, she looks SWEET. I love how you turned some unintended parts of my rusty design into something... well, thoughtful. Awesome picture you got there.
I'd like to feature her (using you design as a reference) in more pictures of mine, but now I'm slightly ashamed I won't be able to draw her that good.
Also, loving them locks. :D

Eeee thank you. As far as "them locks" goes... I'm wondering if I was subconsciously inspired by Garnet from Steven Universe, who also has big, dark hair, plump lips, and opaque glasses (worth nothing that I'd originally conceived of her hair as not having the long sidelock or flyaways, which would have made her resemble Garnet even more)

And please do draw more pictures!!! I get super happy when people draw and write things.

Spoiler: Art Wank (click to show/hide)
TBH if you're looking to improve your art the best two things I can suggest are to a) study anatomy and b) sketch from photographs (Google Images is your friend). ESPECIALLY the latter -- just google pictures of things (particularly people, men AND women) and try to draw it as accurately as possible. It'll look like ass the first several hundred times you try it but in my experience it kind of forces you to look at the actual shapes and geometry of the stuff involved, which makes it easier to replicate the feel in your own art -- no matter how stylised you make it. My own art improved like 300% once I started doing this.

@Splint:

I read your piece and I loved basically everything about it *except* the dwarf-speak, which just made me feel annoyed that I didn't actually know what they were saying. Might have been better to just make the first one in Dwarven and translate the rest while indicating they were still speaking Old Dwarven.

E:

Might do sketches of Blackie and the Captain if their respective owners are okay with it. Maybe. If I feel like it.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **August 30, 2015, 03:44:20 am**

Not only I am totally ok with this, but I will scream like a fangirl if you do so. Really, I would enjoy to see your variant of Blackie, although I hardly provided any images of him.

Also, in this context blood magic stuff is not OP. I mean, it's just the thing that righteous elves try to avoid, like setting trees on fire or stabbing animals with sharp things. Blackwood just wasn't too picky about methods he'd used to archieve his goal.

@Splint

>theories on the captain

Is he a friend of the transdimentional twin of a dwarven incarnation of a clone of a relative of a long-lost avatar of Fischers right boot?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 30, 2015, 03:53:53 am**

Quote from: Monitor Lisard on August 30, 2015, 03:44:20 am
Not only I am totally ok with this, but I will scream like a fangirl if you do so. Really, I would enjoy to see your variant of Blackwood, although I hardly provided any images of him.
Also, in this context blood magic stuff is not OP. I mean, it's just the thing that righteous elves try to avoid, like setting trees on fire or stabbing animals with sharp things.

You've provided a description and a back-view of him. This should be sufficient, although it'll probably come out looking not quite how you're imagining. He and the Captain will be drawn after His Gaudiness (maybe Tobul, too, but I don't think people care as much about her.)

Still not quite sure what blood magic *is* (for some reason I've gotten it in my head that it's just what elves call it when their innate nature/life-manipulating abilities are used blasphemously) but as long as you have some kind of limitations on it I can roll with it.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 30, 2015, 08:58:20 am**

Quote from: Mr Frog on August 30, 2015, 03:22:57 am

@Splint:

I read your piece and I loved basically everything about it *except* the dwarf-speak, which just made me feel annoyed that I didn't actually know what they were saying. Might have been better to just make the first one in Dwarven and translate the rest while indicating they were still speaking Old Dwarven.

E:

Might do sketches of Blackie and the Captain if their respective owners are okay with it. Maybe. If I feel like it.

I'll bear it in mind should you guys want a follow-up. I just enjoy chances to use the in-game language, which isn't that often.

Be glad I even bothered to give you guys a translation, I was gonna make you guys have to figure out what the hell they were saying on your own. :P

If you wanna take a crack at The Captain, go right ahead.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 30, 2015, 10:03:34 am**

Quote from: Monitor Lisard on August 30, 2015, 03:44:20 am

>theories on the captain

Is he a friend of the transdimensional twin of a dwarven incarnation of a clone of a relative of a long-lost avatar of Fischers right boot?

This is now (head)can(nn)on.
He just needs to demonstrate martial dentistry.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **mikethete** on **August 30, 2015, 02:48:05 pm**

I've also started work on the final solution

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 30, 2015, 03:21:52 pm**

Quote from: mikethete on August 30, 2015, 02:48:05 pm

I've also started work on the final solution

Finally our fort will be rid of lesser beings. And puppies.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 30, 2015, 03:45:35 pm**

Quote from: Mr Frog on August 30, 2015, 03:21:52 pm

Quote from: mikethete on August 30, 2015, 02:48:05 pm

I've also started work on the final solution

Finally our fort will be rid of lesser beings. And puppies.

*Especiall*y the puppies.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **mikethete** on **August 30, 2015, 08:02:24 pm**

Reached Summer, expect a write up about spring Tomorrow

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 30, 2015, 11:26:51 pm**

Quote from: mikethete on August 30, 2015, 08:02:24 pm

Reached Summer, expect a write up about spring Tomorrow

*cue M. Bison "YES!!"

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 31, 2015, 05:55:20 am**

Quote from: Mr Frog on August 30, 2015, 11:26:51 pm

Quote from: mikethete on August 30, 2015, 08:02:24 pm

Reached Summer, expect a write up about spring Tomorrow

*cue M. Bison "YES!!"

Don't be lazy now. (<https://www.youtube.com/watch?v=P3ALwKeSEYs>) The music is what sells it!

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **mikethete** on **August 31, 2015, 01:31:50 pm**

1st Granite 205 pisskopp unceremoniously handed me the role of fortress overseer today, not sure what he saw in me though, after all I'm just the best damn speardwarf in the fortress.

4th Granite 205 I had some silver spikes commissioned for no real reason and had the miners start work on the Gas Chambers
Spoiler (click to show/hide)



Spoiler (click to show/hide)



9th Granite 205 We seem to have a minor Giant Cave Spider problem, He's killed one of our Bowyers and is working on a Lumberdwarf as I write this.

[15th Granite 205 The minor GCS problem has been upgraded to a major one, damn thing killed lizzy and 3-4 other dwarves before our brave marksdwarves littered it with bolts. Did I mention that 26 stupid dwarves got stuck trying to help one of the spiders victims but the spider was still munching on a jeweler and had not yet reached the 26 who were stuck trying to help said jeweler

19th Granite 205 A disgruntled swordsdwarf whose name I think was Domas tried to kill me today, luckily I was aware and jumped out of the way his squad mate, however, was not as lucky.

27th Granite 205 One of our marksdwarves sunk into a deep depression.

12th Slate 205 As I was walking past the barracks one of our macedwarves passed by me while babbling incoherently

16th Slate 205 Yet another member of our militia, this time a speardwarf, sunk into a deep depression

17th Slate 205 One of the children seemed to be acting strangely and locked himself into a craftsddwarf's workshop

Spoiler (click to show/hide)



24th Slate 205 The child has emerged from the workshop holding up a bin made of bone

Spoiler (click to show/hide)



Felsite

8th Felsite 205 Wolf, one of our militia captains, went berserk and had to be put down.

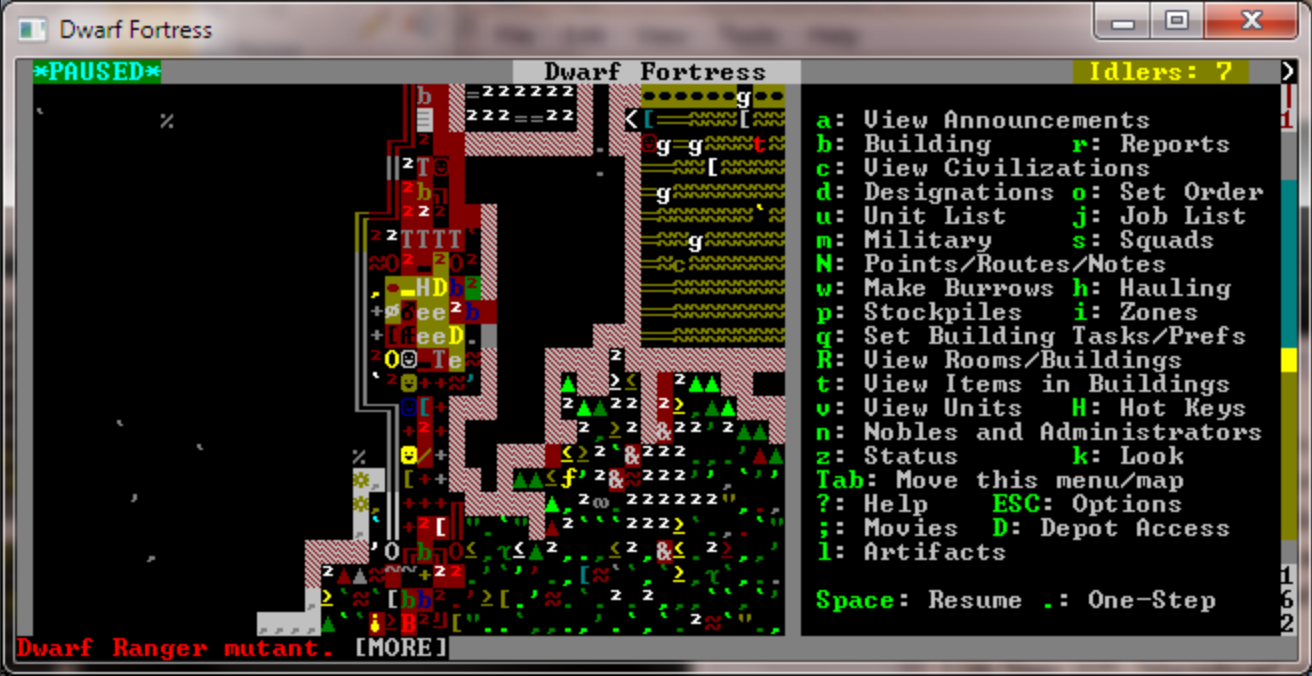
14th Felsite 205 Work on the gas chambers suffered a major setback when the Mist reached the chambers too early catching a ranger,doctor, and Herder along with all the puppies.

18th Felsite 205 I get word that a large group of banshees have arrived, and right after the Elven Caravan got set up at that, I order all available squads to meet them at the depot.

21st Felsite 205 One of the Banshees manages to get past the fighting and into the fortress, before it can be disposed of it manages to kill Ribbon

24th Felsite 205 The Banshees have all run off after witnessing the ease at which they were slaughtered in the depot although not without the loss of both a macedwarf and a hammerdwarf.

Spoiler (click to show/hide)



(Sorry about the lack of pictures, this is the first succession fort I have done)

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **August 31, 2015, 01:36:01 pm**

((The pictures are, AFAIK, good, but they should be on their own lines/possibly in spoilers if you want/one alignment.))

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 31, 2015, 03:42:47 pm**

Quote from: mikethete on August 31, 2015, 01:31:50 pm

(Sorry about the lack of pictures, this is the first succession fort I have done)

I try to make a habit of screencapping absolutely every little stupid thing just in case I'll need it for the writeup. It's a bit tedious, but it's better to have a bunch of screenies I won't actually use than to *not* have one that I *do* need.

Good pace on the update, kinda wish I got more of a feel for the narrator's character... try putting more of their opinions and feelings in.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **mikethete** on **August 31, 2015, 07:32:16 pm**

Had a hammerdwarf in the hospital turn, killed an animal trainer then proceeded to strangle one of the speardwarves injured in the siege before the spear squad managed to kill him. Also used DFhack to clean, game is now running a lot faster

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **August 31, 2015, 08:15:47 pm**

...SO wait, did like... Half the remaining claimed dwarves just get offed this spring?

EDIT: Unrelated, but I hope to christ none of you ever have the misfortune of working in a furniture warehouse. I just got off of an unexpected 12 hour shift.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **August 31, 2015, 08:29:25 pm**

Quote from: mikethete on August 31, 2015, 07:32:16 pm
Had a hammerdwarf in the hospital turn, killed an animal trainer then proceeded to strangle one of the speardwarves injured in the siege before the spear squad managed to kill him.

I cannot describe the extent of the joy I felt upon reading this.

Quote from: Splint on August 31, 2015, 08:15:47 pm
...SO wait, did like... Half the remaining claimed dwarves just get offed this spring?
EDIT: Unrelated, but I hope to christ none of you ever have the misfortune of working in a furniture warehouse. I just got off of an unexpected 12 hour shift.

:(Wow, that's rough.

E: mike didn't mention any named deaths, [save for Lizzy, RIP] so I'm assuming all of the dead this season were generic dwarves.

Over 26 dead... brings a tear to my eye.

E2: Never mind, looks like Ribbon got offed as well. I need to teach myself to stop just skimming things

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: mikethete on September 01, 2015, 06:29:14 am

those 26 stuck in the web survived, going to make an edit to the report to clarify

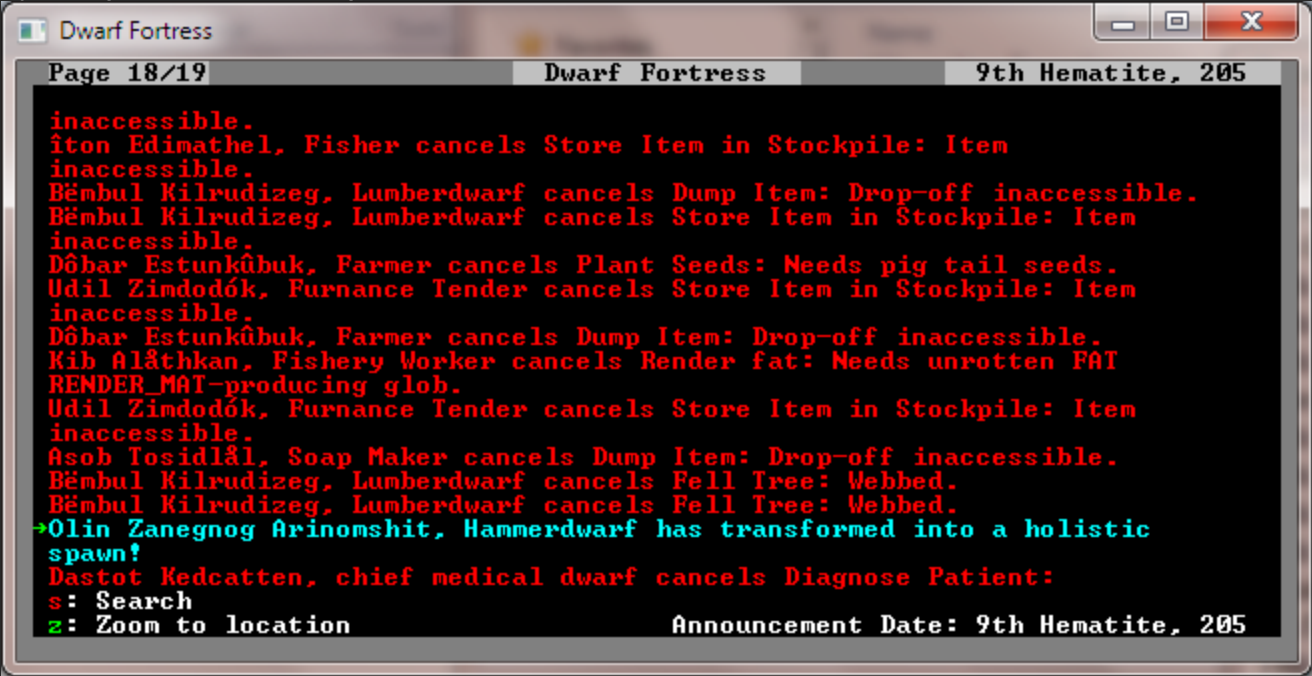
Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: mikethete on September 01, 2015, 11:09:07 am

Summer's over, was fairly uneventful until the back to back sieges in the last month.

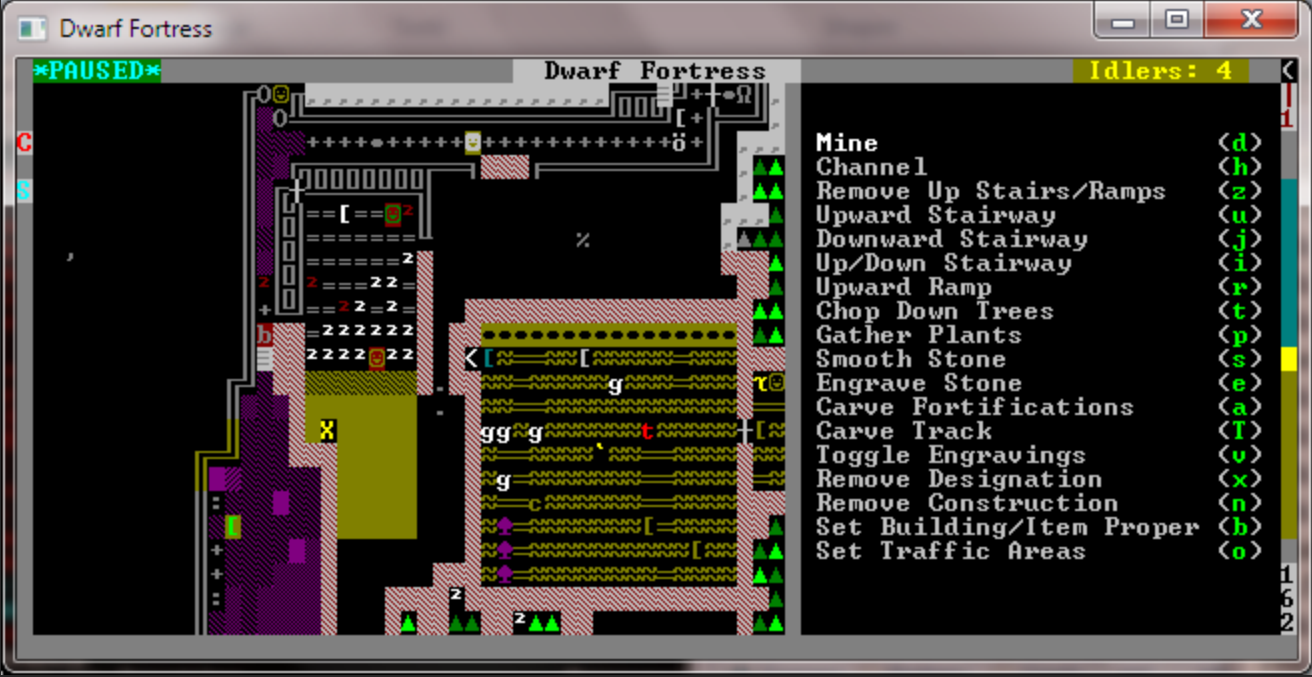
Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: mikethete on September 02, 2015, 01:20:37 pm

Hematite

9th Hematite-One of our Hammerdwarves in the hospital was hiding a spawn bite, killed one of our wounded animal trainers then proceeded to strangle one of our wounded spears until we finally put him down.
Spoiler (click to show/hide)



13th Hematite- We seem to be running out of refuse storage after last months siege, so I've ordered refuse piles expanded. While I was making my rounds I ran into the Herder who got stuck in the mist, and was forced to put him down.
Spoiler (click to show/hide)



Malachite

12th Malachite- Our Hospital seems to have minor a miasma problem, seems some poor sap forgot about his lunch and left it to rot.
Spoiler (click to show/hide)

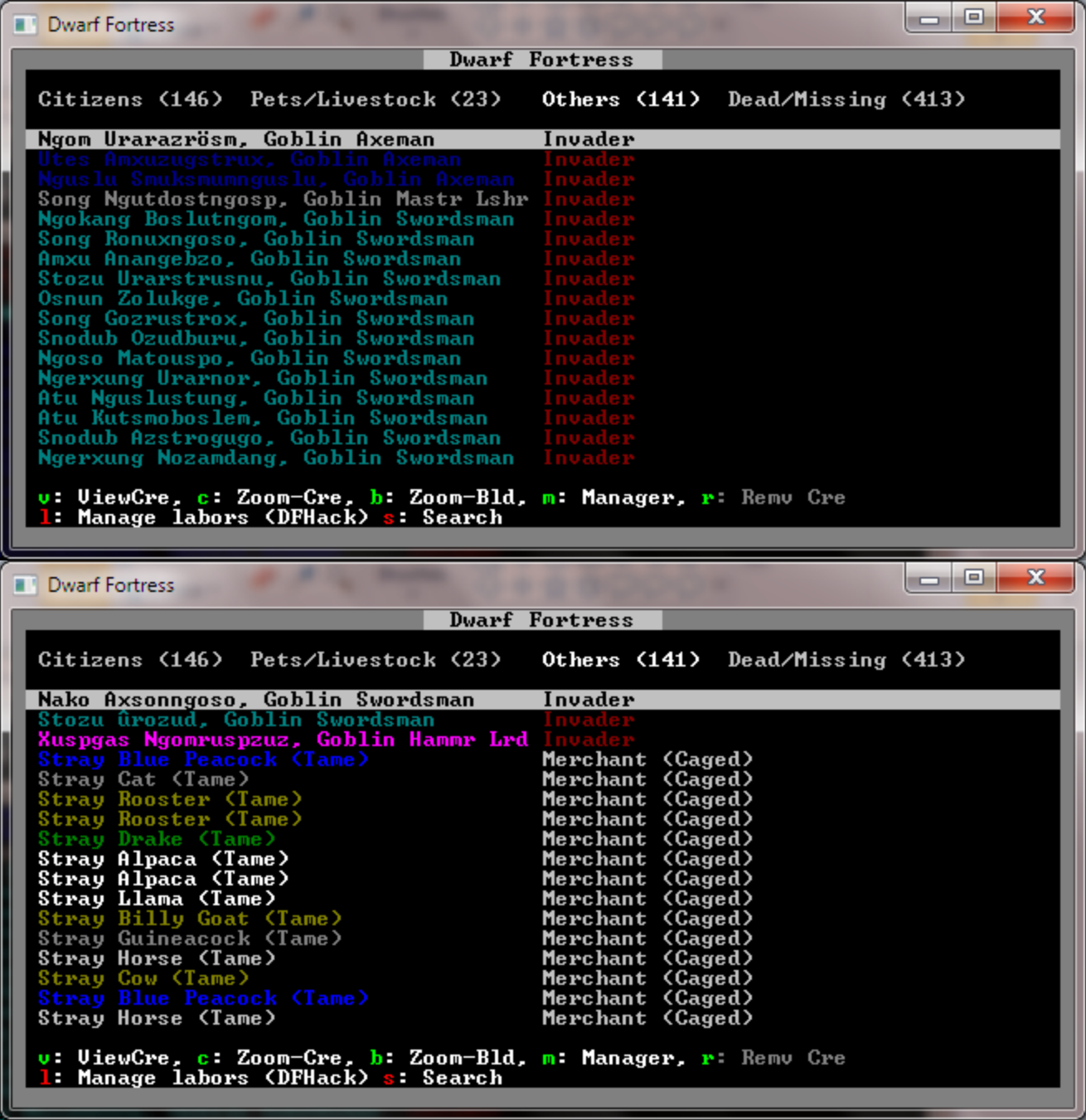


17th Galena- The banshees decided they had enough and run off, we lost only one sworddwarf in combat but lose the last of our hammer squad and another sword to an unfortunate drawbridge accident (Pulled the wrong lever, whoops)

18th Galena-A Human Caravan arrived today

19th Galena- Blast! Just got word that a Goblin army has set its sights on our fortress
[Spoiler](#) (click to show/hide)





23rd Galena- Goblins killed a guard, and another sworddwarf

24th Galena- The goblins decided to bugger off, Its a real shame too, I was starting to have fun.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **mikethete** on **September 03, 2015, 11:25:00 am**

Halfway through fall, Nothing update worthy has happened.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 03, 2015, 02:42:31 pm**

Quote from: mikethete on September 03, 2015, 11:25:00 am
Halfway through fall, Nothing update worthy has happened.

Make something up for the update, then. Sometimes imagination has to supply what gameplay fails to deliver.

E: Also you can always try to build something big and retarded with questionable practical worth.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 03, 2015, 05:38:04 pm**

I vote we build a giant hand with a drawbridge for an extendable middle finger aimed southward towards Spawn lands.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **mikethete** on **September 03, 2015, 05:46:17 pm**

Quote from: Splint on September 03, 2015, 05:38:04 pm
I vote we build a giant hand with a drawbridge for an extendable middle finger aimed southward towards Spawn lands.

Only interesting thing that occurred during fall was a goblin ambush that killed 6 and more progress on my gas chamber, I've decided to lump it in with winter's update .

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 03, 2015, 07:00:59 pm**

Quote from: Splint on September 03, 2015, 05:38:04 pm
I vote we build a giant hand with a drawbridge for an extendable middle finger aimed southward towards Spawn lands.

Nah, Syrupleaf already did that I think.

Build a giant 3D frog head out of malachite blocks with an extendable cinnabar tongue.

E:
Quote from: mikethete on September 03, 2015, 05:46:17 pm
Quote from: Splint on September 03, 2015, 05:38:04 pm
I vote we build a giant hand with a drawbridge for an extendable middle finger aimed southward towards Spawn lands.
Only interesting thing that occurred during fall was a goblin ambush that killed 6 and more progress on my gas chamber, I've decided to lump it in with winter's update .

Again, you can just come up with some kind of character drama to fill in the gap. It'll add a bit of life to the update.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 03, 2015, 07:56:04 pm**

Spoiler: His Gaudiness, Erib Catchtowns (click to show/hide)



Of all the regrettable images I'll draw for this, I think this is the one I will regret the most. Hopefully I at least made him gaudy enough.

E: Link to my DeviantArt in case anyone wants to see some additional commentary (http://croagunk-bubbles.deviantart.com/art/His-Gaudiness-Erib-Catchtowns-sketch-558095766?ga_submit_new=10%253A1441327977)

E2: Eugh, I just realised I forgot to do something minor... gonna fix it later, as it's really bugging me, but no time now.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **September 04, 2015, 01:25:16 am**

I say, the face expressions are just beautiful. Great work! Also, did you use his in-game description?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 04, 2015, 03:25:25 pm**

Quote from: Monitor Lisard on September 04, 2015, 01:25:16 am

I say, the face expressions are just beautiful. Great work! Also, did you use his in-game description?

Nah. At the risk of sounding shallow, the in-game descriptions tend to be horribly-unflattering and aren't exactly artistically-interesting to me. It might be a fun challenge to draw a random dwarf exactly how the game describes them, though.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **mikethete** on **September 04, 2015, 03:36:44 pm**

Going to start the winter playthrough on Sunday, so no big updates this weekend

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 05, 2015, 12:52:26 am**

Quote from: mikethete on September 04, 2015, 03:36:44 pm

Going to start the winter playthrough on Sunday, so no big updates this weekend

Just try to make the eventual update worth the wait. I wait *excitement* and *adventure* and *horrifyingly-graphic descriptions of dwarf-on-dwarf violence*

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **mikethete** on **September 06, 2015, 07:43:43 pm**

Winter is done, Update tomorrow.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 06, 2015, 08:02:38 pm**

Quote from: mikethete on September 06, 2015, 07:43:43 pm

Winter is done, Update tomorrow.

Gorgeous.

Sorry I've been a bit inactive; I'm just taking a bit of a break and working on a couple non-Clobbermountains-related things for a change of pace.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 06, 2015, 08:32:58 pm**

I've been twiddling my thumbs. I'm at a loss for what to do with.... Anything. Nothing's gone right in Trampledlantern (I even tried to let an FB go on a rampage and a macedwarf beat it to death,) I have literally no other stuff to fuck with really that'd get a response, and my urge to draw anything for this fort has been nonexistent thanks to work.

I don't even think I can save this fort or mend the military in its current state when my turn comes around. Just try to steer it towards "Some people not dead or insane when the next guy takes over." I'll leave out my thoughts on how I feel about this predicament.

Did find out there's an Elder Scrolls mod, maybe I can do something with that...

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **September 07, 2015, 03:03:51 pm**

Sorry for further derailment, but I was also kinda wondering what to do next. I mean, even being busy, I still have some time to spend on Bay forum activity, yet... My Ms Paint adventure isn't really popular now, so I've been thinking about either returning to Blackhold or helping someone out with their new game (especially if it has juicy lore and such)

Or I could probably draw a ton of pictures featuring The Archivist being cute and e-evil at the same time.

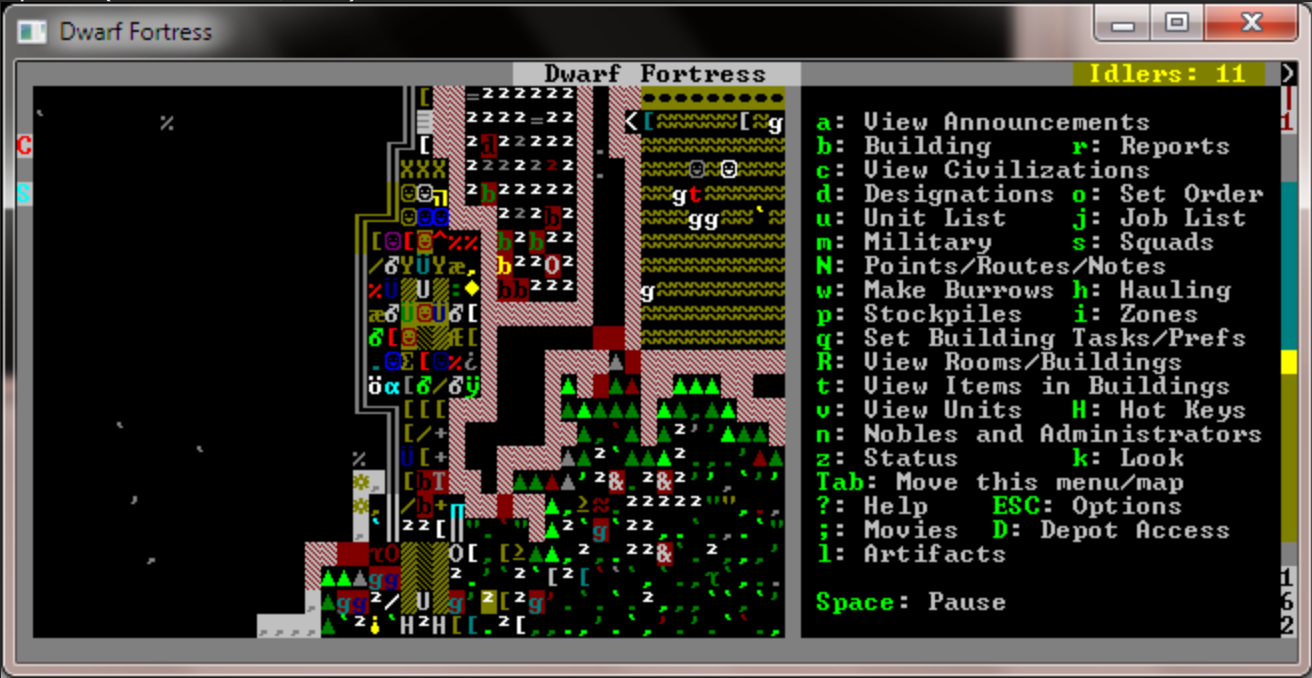
Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **mikethete** on **September 07, 2015, 03:30:03 pm**

Limestone was quite the dreary month, with the only thing of not being a depressed guard finally leaving the mortal coil, poor sod.

Sandstone

17th Sandstone- It was brought to my attention that the Humans have still not left the depot, they only thought it convenient to leave when the depot fell around them

[Spoiler](#) (click to show/hide)



19th Sandstone- After all the death we have experienced, the crypts are getting full. I had the foresight to start and expansion last season and it has paid off.

[Spoiler](#) (click to show/hide)



Timber

12th Timber- The yearly Caravan from the mountainhomes has arrived.

22nd Timber- Blast it! Snatchers and a bloody ambush. good thing goblins are not the brightest creatures and the snatchers have gotten trapped in our cage traps. The ambush, however is a different story

23rd Timber- The ambush managed to kill 6 dwarves ((First time dealing with an ambush, my bad))

Moonstone

5th Moonstone- Sent some mugs as a gift to the mountainhomes.

18th Moonstone- It has occurred to me that I lacked a tomb, I sent the miners to rectify that situation

[Spoiler](#) (click to show/hide)



22nd Moonstone- One of our fisherdwarves has apparently gone silent and locked himself inside a Craftdwarf's workshop

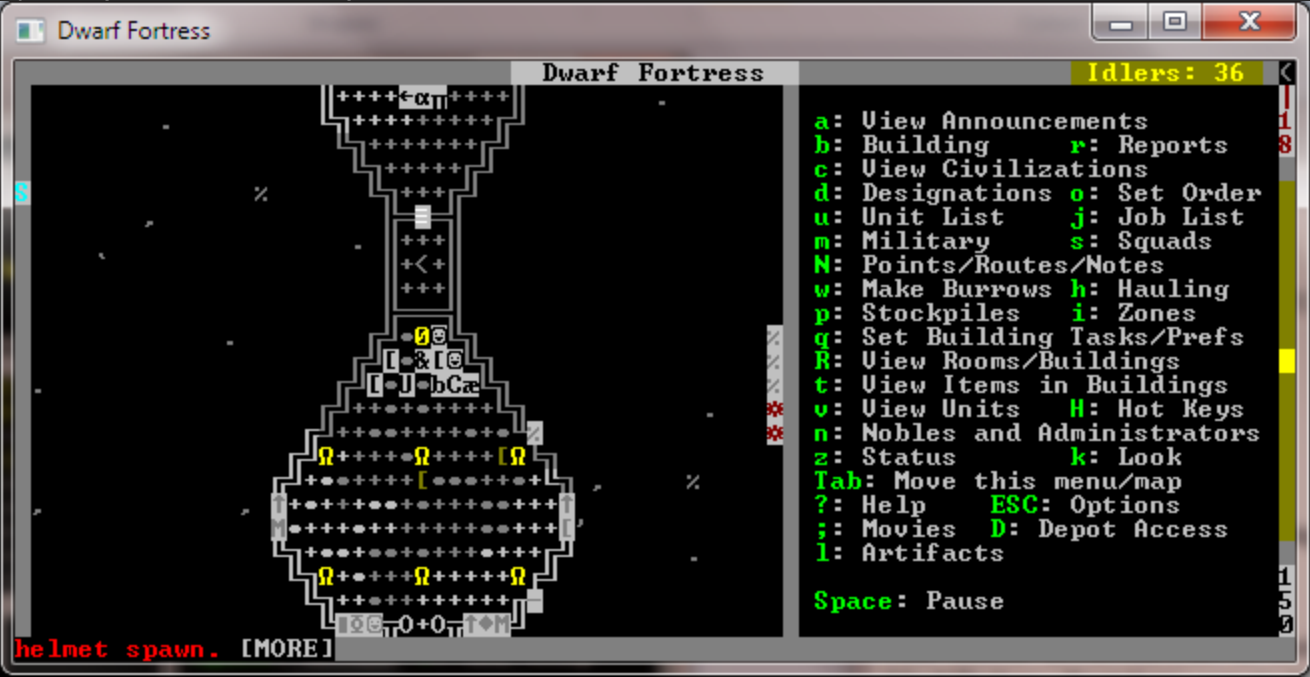
Opal

1st Opal- As I walked by the workshops I could hear the Fisherdwarf working furiously on something

5th Opal- The Fisherdwarf emerges from the workshop holding up a throne made of what appears to be bone.
[Spoiler \(click to show/hide\)](#)



22nd Opal- Word has reached me that my tomb is finally finished, I had 2 statues of Splint placed in the tomb as well.
[Spoiler \(click to show/hide\)](#)



23rd Opal- I was walking by the jail cells when I heard the distinctive babbling of Mr Frog, who apparently angered the mayor for some reason or another.
[Spoiler \(click to show/hide\)](#)



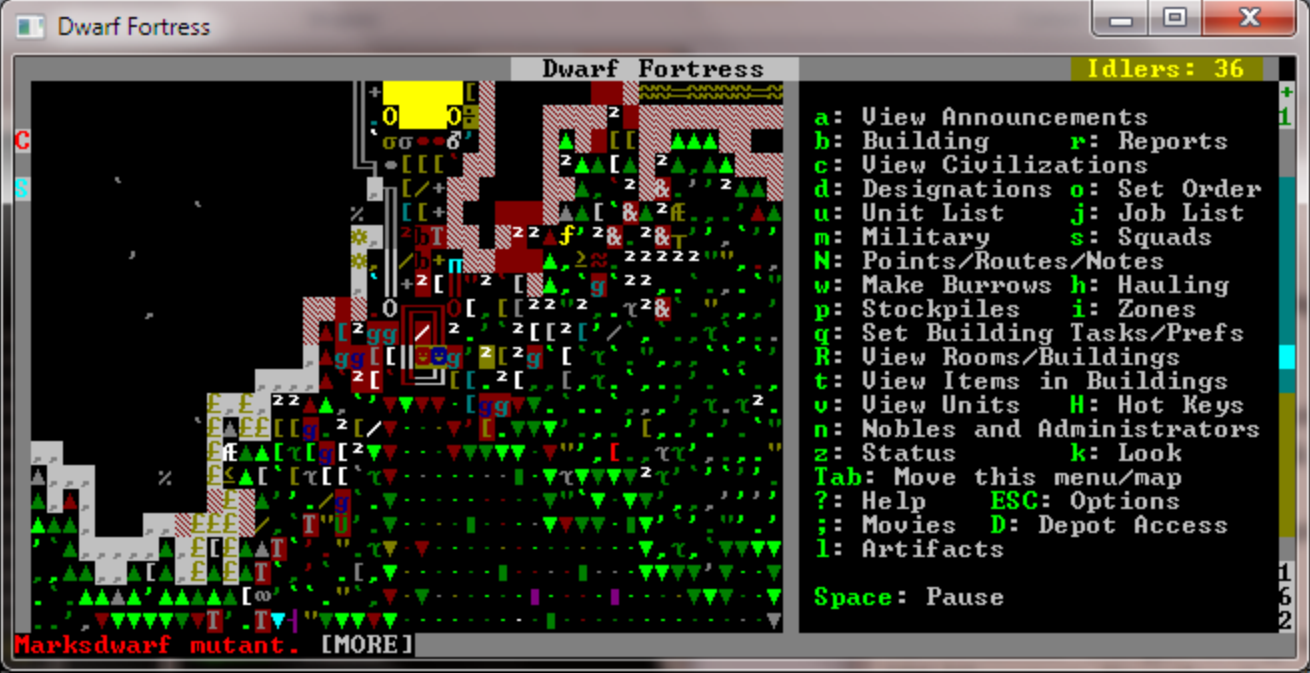
Obsidian

5th Obsidian- Word has reached me that the goblin prisoners have been placed into the gas chambers for future use.
[Spoiler](#) (click to show/hide)



10th Obsidian- I've drafted a few fisherdwarves and herders into our hammer squad.

13th Obsidian- Our former mayor and current Marksdwarf ((who I replaced with crashmaster due to him being in the military and bugging out the liason)) decided to run right into the mist, fool managed to injure two of our new hammerdwarves
[Spoiler](#) (click to show/hide)



17th Obsidian- I was awoken by the squawking of our watch bird having sighted an ambush, this time the military was ready and the ambush ran off.

19th Obsidian- Another ambush was sighted today, I managed to chase them off after giving some of them some new holes.

So overall the population of the fort is still fine, the monarch should be arriving soon, and morale is a lot higher then when I started.
[Spoiler](#) (click to show/hide)



Save is here <http://dff.d.bay12games.com/file.php?id=11117>

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 07, 2015, 04:41:02 pm**

WOw. My expectation of complete disaster was... Actually not true? That's legit surprising.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 07, 2015, 05:16:59 pm**

Quote from: Monitor Lisard on September 07, 2015, 03:03:51 pm

Sorry for further derailment, but I was also kinda wondering what to do next. I mean, even being busy, I still have some time to spend on Bay forum activity, yet... My Ms Paint adventure isn't really popular now, so I've been thinking about either returning to Blackhold or helping someone out with their new game (especially if it has juicy lore and such)
Or I could probably draw a ton of pictures featuring The Archivist being cute and e-evil at the same time.

Well obviously I'm a sucker for fanart so you know what my answer is

E: Fuck, forgot to message Taupe. Gonna go do that.

E2: Also, in all seriousness... @Monitor_Lisard, I think you should keep at it with the MS Paint adventure, at least for a bit. It's still new and while I don't quite know how these things usually go, it might just take a while to pick up steam.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Taupe** on **September 08, 2015, 10:25:47 am**

I'm still busy with Murderflood at the moment. When I was skipped previously I started a 2-week long illustrated turn which is still taking much of my free time. I can't jump into anything else right now. Not until next week, at which point It'll be Doomforests time. Basically every fort I signed up for over the last year are converging within a 3 week timespawn, and that's something I couldn't have foreseen. Sorry :(

Probably best to dump me at the bottom of the list, in case the fort still survives by then.

Also:
Quote from: Monitor Lisard on September 07, 2015, 03:03:51 pm
Sorry for further derailment, but I was also kinda wondering what to do next. I mean, even being busy, I still have some time to spend on Bay forum activity, yet... My Ms Paint adventure isn't really popular now, so I've been thinking about either returning to Blackhold or helping someone out with their new game (especially if it has juicy lore and such)
Or I could probably draw a ton of pictures featuring The Archivist being cute and e-evil at the same time.

Just keep working on it. If you wait for fans and interest before adding more, you'll never go anywhere. It's the other way around. If you stay active and build upon your story, eventually people will notice and share what they've enjoyed. Nobody's going to stay around waiting for more fans to amass before the story continues, nor are they going to bring their friends to the thread to watch two pages of character creation.

If you build, they will come.

And even if it doesn't pick up steam, you'll still be learning and improving. If you're doing it for others rather than yourself, you aren't doing it right.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 08, 2015, 01:57:21 pm**

Done. Taupe has been bumped to the back of the list as requested.

ImagoDeo doesn't seem super active but I'll still drop him a PM since he's been online in the last couple days. @Splint, will you be okay to do a turn if Imago doesn't respond?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 08, 2015, 02:11:42 pm**

Might as well. I'm switching gears back to DF from Skyrim, so timing's good.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 08, 2015, 04:51:28 pm**

It's been a while since i last posted a journal, so...

The Diary of Mr Frog Thusestdeler, Stoneworker

23 Opal 205

Oh, Mr. Diary! I finally found you after so long! Turns out you were in my back pocket this whole time. SILLY ME.

The good news is, we're not dead, and I'm still a hero! YAY! The bad news is that the other dwarves chained me to a stake for some reason. Apparently the mayor didn't like it when I challenged him to a sword-fight in the middle of the dining hall, so he had me thrown in here! That's not how you handle a knightly challenge AT ALL!! My ankle's starting to chafe a bit, but I'll only be here a few more months, probably. I guess I can just chop it off and run free if I get bored. ...Hey, if I chop off both my ankles, they won't be able to tie me to anything! There's an idea!

The cell's nice enough. There's only a few weird smears on the walls, and they even have a bed and a little water dish near my restraint! I can pretend I'm a kitty!! MEOW!!

24 Opal 205

I asked one of the guards and apparently they'll just put the shackle on one of my wrists if I have no ankles. Maybe I should chop them off, too!

UPDATE: Okay, so I thought it through and I don't think that idea would work. If I only had one hand left, what would I hold the hacksaw in while I chopped it off!? Also, I asked the guard for a hacksaw and apparently they aren't allowed to give me a hacksaw, which is a bit of a problem because if I don't have a hacksaw what will I cut my limbs off with??? You can't cut limbs off with a butter knife! That's not what they're for!!! All the other dwarves will laugh at me!!!!

27 Opal 205

I learned the name of the guard who wouldn't give me a hacksaw. It's Logem! She even remembers my name, too! She's all, "Stop your Tumam-damned babbling, Mr Frog, before I MAKE it stop!!" Do you think I have a chance with her, Mr. Diary?? I know soldiers like heroic types, and I'm pretty sure I fit the bill!!!! Pickaxes and warhammers are practically the same thing, right??

5 Obsidian 205

I have so much free time down here, so I've decided to invent a new sort of music! I don't know anything about music, though, so first I'm going to learn that! I think I can get a good beat going with these chains... I'll ask Logem how it's coming along!

7 Obsidian 205

[there are a couple small drops of blood on the page]
Logem doesn't seem to like my music. I'm sorry, Logem! I'll try harder, for you!!

10 Obsidian 205

Logem isn't punching me to stop my music anymore -- she doesn't seem bothered by it at all, actually! Yay!!! Maybe I can be a music hero, too! I call this new genre of music, CHAIN METAL!!! It's like death metal, but with more chains! AND SCREAMING!!!

12 Obsidian 205

Mr Diary!!! I saw Logem pulling some funny fluffy things out of her ears at the end of her shift!! SHE'S A GIANT STUFFED TOY! I KNEW IT! I guess things aren't going to work out between us after all

NO. Mr Frog, don't give up! You may be a dwarven hero, and she may be an enormous plush doll animated through some foul heathen sorceries, but you must find a way to make things work! You MUST!! There is no sacrifice too great, no obstacle too tall in the face of LOVE! I will sing twice as loud, in order to let my beloved know that I still accept her!!

17 Obsidian 205

I heard the security turkey squawking! Maybe it can hear my music?? We should sing together sometime!!!

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **ImagoDeo** on **September 09, 2015, 11:09:09 pm**

Now is a terribly bad time for me. I got back to school about two and a half weeks ago, and I'm presently under several major deadlines. Can we push my turn back one space? My sincerest apologies. I had kind of expected things to happen a lot faster and for my turn to show up before summer ended.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 09, 2015, 11:23:36 pm**

Quote from: ImagoDeo on September 09, 2015, 11:09:09 pm
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Okiedokie. I'll PM Splint.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 10, 2015, 12:07:39 am**

Got it, I'll nab the save and try to get started tonight, but I foresee a tough day at work today so it may have to wait until tomorrow.

Have the save, if I don't start tonight, I will tomorrow. Just wanna relax right now.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **ImagoDeo** on **September 11, 2015, 11:11:54 am**

Quote from: Mr Frog on September 09, 2015, 11:23:36 pm
Okiedokie. I'll PM Splint.

Thanks a bunch. Again, I'm sorry for having to delay this more than it's already been delayed.

I've been lurking in the thread for a while now since my death in-game. I haven't had time or inclination to post journals, although I did work on one before my dorf got killed. It's been interesting to watch the development of external events and characters despite the busyness I've encountered in that weird place we call Real Life.

Spoiler: Rambling (click to show/hide)
Seriously, though, I'm entranced by the weird idea that real life is no more real than Dwarf Fortress. (See quote in sig.) What if this whole thing is some giant sim? I know that theory has been toyed with in The Matrix and other things, but it just seems so hilarious. What if things keep going terribly wrong and the gamer keeps save-scumming, but none of us notices because we're offline whenever the game is paused or closed? And when we back up, we don't get deja vu or anything because our memories are literally erased and we can't notice the moment of resuming. We could be copied and moved from hard drive to hard drive a thousand times.

I suppose we'd technically 'notice' if the entire save got deleted, because we'd all be consigned to oblivion, but I dunno what that would feel like and anticipating it would probably drive you mad. To be honest, the theory is fun and all but I'm glad I believe in Jesus and God and an afterlife with meaning and purpose. Annihilation is so foreign to existence that I can't imagine it.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 11, 2015, 08:24:13 pm**

Clobbermountains. The name alone evoked only the image of a hillside volcano beset by "The Cloud," as most of its residents call it, though scholars prefer the term "Seething Mist," and the flashpoint of three terrible wars. It was also a place haunted by the dead, and where some would never be properly buried.

As the fortress deepest in enemy territory, it had no hope of peace: The enemy, comprised of the witch-women of the swamps, kobolds, greenskins, and abominations, had no reason to hold back and smash this bastation. Surely, if it fell, then The Torrid Lash would be the plaything of one, or even all of them. No heroes to stop them.

However, these things were oddly of no concern to the people of Clobbermountains. As skirmishes and small battles were waged around them, they went about thier days. Someone noted there wasn't a safe place to hurl slain foes and dead livestock they couldn't butcher for whatever reason into the volcano for disposal, and so a way to do so was dug out, and a dwarf named Sibrek Tradesquirts was assigned to work as the new manager (replacing someone who had likely held the post before, but nobody recalled.)

In fact, nobody knew who had even given her the job, or who had marked out the dig maps for the miners. Mikethete around the same time enacted her right as Militia Commander and renamed her squad: As of the 10th of Granite, hers would be Buffalo Squad (after the water buffalo she enjoys see wallow in water.)

In the meantime, Crashmaster mandated the production of shields. He didn't seem to mind what the material was,m but he felt that the militia might need some more of the lighter, locally produced ones. Additionally, what few adult dogs remained were trained for battle, and Pisskop enforced a removal of the Planter Jeff from his manor. He contested the removal, demanding to know why he'd been "dragged out by Erib's own stupid goons," and was stunned to see a very sternly worded letter from the King himself regarding reports of "pretender" nobility.

Additionally, a second leader was read aloud to the whole of the fortress.

"To the dwarven nation of The Torrid Lash

Long have we endured the constant looming threat of the banshee and greenskin menace, and my General has reported that they have finally begun encroaching on our lands in force. As such, I feel it my duty as your king to do what my forebearers would have me do, and take to the field against these foul enemies myself; mine is the hammer that will shatter the skulls of thier warlords, and mine is the hammer that will reforge our nation from one of complacent weaklings to one of fierce warriors.



To you people of the frontiers, brave dwarves all, banish your fear! For it will not be long before you see the banners of the Interior Guard marching past to crush those who would do us harm, your High King leading them.

*Signed,
His Gaudiness, Erib Catchtowns"*

All were understandably stunned. What would possess the King to do such a thing?

Okay, so a small update. It is currently very late granite, and little of note has happened.

I did some digging for a new trash disposal area (there's no safe places to chuck debris from available thanks to the Cloud-exposed platform,) got us a manager (new or not, I have no idea,) renamed Mikethete's squad in honor of water buffalo for which she has a preference, and ejected Jeff from his manor as I said I would. Pisskop is also not baron or anything, which confused the hell out of me based on the updates, but she is now our first elite marksdwarf and has been Captain of the Guard.

I also did some legends diving and found the Erib has taken to the battlefield a whopping **51** times. 6 Of these are major battles (5 of which he took part in prior to his mother's death,) while 45 were relatively unimportant raids and skirmishes that he nonetheless felt he was required ot take part in. The last of these major battles was The Furious Clashes. King Erib also possesses a stunning skill at tracking (he's a Great Tracker,) leading me to assume he is a forward scout, which is quite the dangerous job indeed. He is also, rather surprisingly, and adequate siege engineer, leading me to believe he also has a very active hand in organizing the defense of the Capital and its surrounding communities and has a very militant mindset, as the only things he's good at are beating people to death with a hammer, tracking said people down so he can beat them to death, and killing people with large machinery. He also has a single kill, a goblin-raised elf maceman, which leads me to believe he is unafraid of fighting up close.

This seems to run in the family, as while his mother didn't take part in manning ballistae or helping fortify walls, she was a medic in addition to being queen and macedwarf. Queen Urvad also took part in a series of wars against the Witch-women of the Dimpled Swamps, and every single invasion ended in disaster, with the last battle she took part in having a similar outcome for the dwarven army as well (and was the last major war before Erib took over as King.) Erib also seemed to have either refused or more likely, not been allowed, to take part in the Banshee Wars (which is unsurprising given the dwarven body count.)

The dwarves employed, in addition to nearly 1000 of thier own warriors (among them King Erib himself,) 11 turncoat goblins, 9 freaking spawn of holistic, and 130 banshees. More than half the army was wiped out in a costly victory that obliterated the defenders, but cost the Lash 1100 out of a little over 1700 (only dwarves survived, so it's possible any errant nondwarves were discreetly... Excised, after the battle was over and simply added to the casualty roster.)

Anyway, I took the fact he's a hammerdwarf and ran with it as you can see, in addition to him enacting a purge of sorts to rid The Lash of "false" leaders and nobles. Jeff was perhaps one of the lucky few who didn't get executed...

I'll try to do at least one month a day, if not a season.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 11, 2015, 10:21:44 pm**

Quote from: Splint on September 11, 2015, 08:24:13 pm
Surely, if it fell, then The Torrid Lash would be the plaything of one, or even all of them. No heroes to stop them.

Lol, we're not that important. At all. We're more of a clerical error/possible bureaucratic sabotage that His Gaudiness is too pig-headed to go back on. Like, from a logical standpoint, our fort is rather-stupidly located (literally directly inside enemy territory with no friendly sites for miles) and so isn't going to impede enemy advances or really do much besides offend the banshees.

Also... oh, dear. It looks like His Gaudiness's days are numbered. I forgot the King can emigrate to the fortress, hehehe. This is probably the Archivist's doing. Perhaps I should write something related to this.

E: Also, there's no need to go super-quickly, lol. In particular, kinda want to have time to write something before your next update. I do appreciate your punctuality, however.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Taupe** on **September 11, 2015, 10:31:05 pm**

Quote from: Mr Frog on September 11, 2015, 10:21:44 pm
Quote from: Splint on September 11, 2015, 08:24:13 pm
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Also... oh, dear. It looks like His Gaudiness's days are numbered. I forgot the King can emigrate to the fortress, hehehe. This is probably the Archivist's doing. Perhaps I should write something related to this.

It could very well lead to some discreet observations. If the King wants to attack the spawn lands, or the banshees, or at least pursue them if they flee after a major battle, he'd need to know the lay of the land, and the danger this jungle poses. Sending a few colonists in there and keeping them supplied over the years is a very low-cost way of witnessing the effects of the cursed jungle mist clouds, and how dwarves can react/defends against/use it. If he truly has a militaristic mindset, and likes to plan his battles, then the details of a zombie-creating jungle between him and his major opponents is definitely something he'd want to learn about. Claiming it was a clerical error is then just a clever way of not alerting the civilians to their purpose.

it's also a good way to get data about spawn movement outside their main bases, their numbers, and their tactics when dealing with our settlements. If the settlement DOES manage to endure and prosper in these conditions, then suddenly he has a stronghold he can use to start an-~~inv~~ cleansing into southern territory, with a well established supply route.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 11, 2015, 10:49:57 pm**

Quote from: Taupe on September 11, 2015, 10:31:05 pm

[-McSnip-]

It could very well lead to some discreet observations. If the King wants to attack the spawn lands, or the banshees, or at least pursue them if they flee after a major battle, he'd need to know the lay of the land, and the danger this jungle poses. Sending a few colonists in there and keeping them supplied over the years is a very low-cost way of witnessing the effects of the cursed jungle mist clouds, and how dwarves can react/defends against/use it. If he truly has a militaristic mindset, and likes to plan his battles, then the details of a zombie-creating jungle between him and his major opponents is definitely something he'd want to learn about. Claiming it was a clerical error is then just a clever way of not alerting the civilians to their purpose.

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A civilian settlement would be a terrible idea for a scouting outpost (in my unprofessional opinion). It's putting civilians, most of which have families back in the main... empire... place-thingy in danger and, at best, will lead to unnecessary work for the Royal Archivist to cover the Royal Family's ass when they inevitably all die. A dedicated scouting garrison would have been far-better and also much easier to keep concealed from enemy detection, and also easier to evacuate in case of emergency, and finally less costly if everything goes bad and they all die.

Also, if we want to split hairs, the jungle does not create "zombies" (I actually turned off ALL random regional interactions so as to make the mist more likely to show up :V I'm a cheater). I'm pretty sure you meant mutants, though, and it's fairly-irrelevant to the main point of contention here, so blurble :V

E: please let this not turn into a drama please let this not turn into a drama please let this not turn into a drama

E2: Work has been started on a story piece! Here is a sample:

Spoiler: LE SAMPLE (click to show/hide)
[...] a hidden passageway, which ramped upwards. Should one choose to then traverse this narrow, rough-hewn tunnel -- clearly not designed to impress -- they would find that it opened out at the end into a large, rough-hewn stone chamber filled with strange iron vats, cupboards, iron workbenches, and metal cages smeared with [...]

E3: Just as a small bit of commentary/possible discussion piece, I think this next one will be the last thing I write to feature the Royal Archivist, at least for a while, as I feel that I've been centering things too much on her and she'd probably be better in small doses.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Lolfail0009** on **September 12, 2015, 02:25:00 am**

[arrives fifteen weeks late with Starbucks]

Well, this fort seems to be going... well enough~

May I please request a dorfing and a turn?
Dwarf: Zetta - female - armorer and/or mechanic, if possible

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 12, 2015, 02:39:36 am**

Quote from: Lolfail0009 on September 12, 2015, 02:25:00 am

[arrives fifteen weeks late with Starbucks]

Well, this fort seems to be going... well enough~

May I please request a dorfing and a turn?
Dwarf: Zetta - female - armorer and/or mechanic, if possible

Done.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **September 12, 2015, 02:47:46 am**

It seems that kings and queens of Torrid Lash were all fighting men, and the stern ones. King Erib does not suffice with being a mere "Ruler of Stability and Cunning". He yearns for glory. But, unlike his vampire grand-grandmother, he's a strategist. He sends civilians to scout like one could use a puppy to scout a cavern - this mission was kept secret from everyone, even from the Archivist herself. Yes, everyone thinks of it as a simple clerical error, but it is not.

On the other note, I'd still like to see more stories featuring the Archivist. :P

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 12, 2015, 03:14:04 am**

Quote from: Monitor Lisard on September 12, 2015, 02:47:46 am

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On the other note, I'd still like to see more stories featuring the Archivist. :P

There will be, I promise. I just don't want her to end up becoming some obnoxious Mary Sue that absolutely everything revolves around. I'm just going to take some focus off her for a bit and come back to her when she's had a bit of a rest.

And... gah, now that I'm less salty I honestly really want the Lash to have some ulterior motive to founding Clobbermountains, but I legitimately cannot think of any motive they could have that couldn't have been satisfied with an obviously-better and less-convoluted alternative (and that's taking into account the fact that Erib is a moron and the Archivist is a massive troll). Like, even if it's technically-possible, none of it really tastes right in my mouth, if that makes sense. You are absolutely correct, though, in interpreting Erib as a man who seeks glory.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 12, 2015, 04:48:58 pm**

I beg to differ on our importance (now that we haven't been killed horribly while our population was around 30.) There's 134 dorfs here, which a fair-sized lesser settlement, and a decently productive one at that. And has managed to piss off literally every common enemy the country has had. Puts it into historically important, if nothing else.

So bask in your newfound importance Clobbermountains! A dumbass who wrote the wrong map coordinates down has secured your place

in history.

EDIT: Gonna try to get another month done tonight, but I have plans. Of the sort that involve modding skyrim to include a crusader from Mercia that was tossed into a new dimension for refusing the advances of a genie.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 12, 2015, 05:40:29 pm**

Quote from: Splint on September 12, 2015, 04:48:58 pm

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So bask in your newfound importance Clobbermountains! A dumbass who wrote the wrong map coordinates down has secured your place in history.

Hahaha. Fair enough.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 12, 2015, 07:34:00 pm**

I would just like to say this place looks and feels like a complete fucking disaster area. I don't even know if the gate control is still in place.

Past the housing blocks (which look like they haven't been expanded since my last turn,) I can't figure out anything. And much of what's outside the housing area I also can't make anything of.

Update for Slate coming soon.

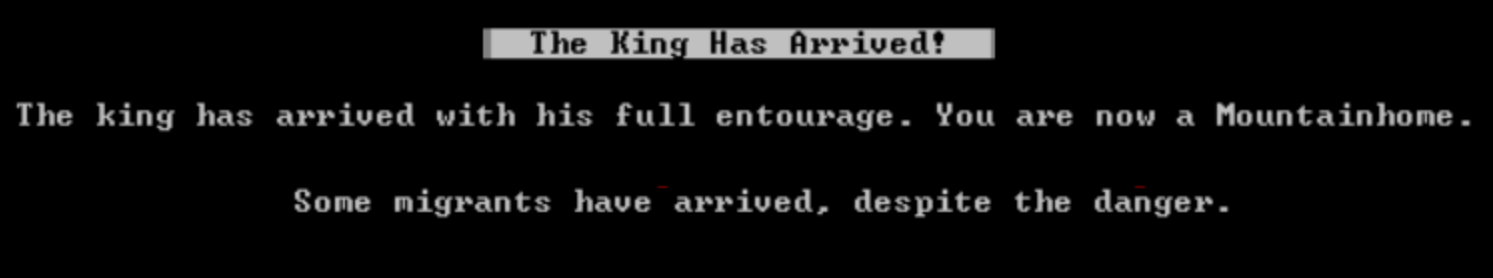
Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 12, 2015, 08:14:14 pm**

Life continued in Clobbermountains as normal. Topside restrictions were lifted so trees could be harvested and the trash tunnel dug, and as soon as it was opened, the remains of the many slain foes of the land were looted of anything of remote value and their bodies became part of a long train of corpses being unceremoniously pitched into the volcano, though some escaped disposal because nobody knew which lever controlled anything anymore.

Even prisoners were not spared, the greenskins chucked in screaming and desperately trying to not fall in, to no avail, as skin blistered, muscle melted, and bone dissolved in the earth's blood, and the dwarves celebrated their demise alongside two births in late Granite.

As Slate began, most found themselves preoccupied. Dozens of corpses had to be disposed of, hundreds of bits of old battle salvage had to be processed, and old glass purchases and less desirable stones had to be cut and set. The dead were also disinterred, though only long enough to ensure all had proper headstones, in addition to courtesy graves; the fact most spawn spoke a raspy and hard to understand form od dwarven didn't help things, as many carcasses did have some sort of identification on their remains: Crudely fashioned stone tags, similar to the copper ones given to the soldiers of The Torrid Lash should they die in the field.

As the month passed, most believed migrants would never come to the place again, after all of the death and the assurance of spawn attack. But then, they saw them. in the wake of a group of migrants arriving from a demolished hillock to the north, all were amazed.



Banners of deep blue, with green and gold borders, depicting a mighty Larch tree, the symbol of The Torrid Lash.

His Gaudiness had come as his letter stated, and though he andhis entourage looked worse for wear, bloodied and tired, the King still held himself with intimidating manner and upon entering the gates, demanded four things: Who his "Page" would be, where his rooms were, where his new hammer was (although he also added he wouldn't mind a mace if made well,) and why wasn't there a suit of adamantine armor waiting for him.

Crashmaster, the acting mayor, apologized profusely and directed him to Jeff's recently repossessed manor. King Erib scoffed at all but the throne room, and Crashmaster promissed the lack of quality would be rectified with engravings and new furniture as quickly as possible and that he would find the best weaponsmith he could to forge a mace of silver for him, and would try to get the miners to harvest enough adamantine for a distinctive suit of armor, with more to be dug out if at all possible for his honor guard.

And so, as of mid-Slate, Clobbermountains officially became recognized as the capital of The Torrid Lash. While there was much grumbling among his entourage (particularly a somewhat scrawney dwarf with large black glasses, and his wife Tobul,) Erib simply declared loudly as a cloud of mist passed in the distance:

"Let them come. Let them all come! That we may show our forebearers we are worthy of the name dwarf!"

Most considered King Erib completely insane for coming here. Including the migrants. Some also had hoped The Cloud would swallow him and his ilk as they approached the gates, but this sadly didn't happen.

Alright, so little baby update for tonight. First time I've ever gotten the "Despite the danger" message, so commercially we must actually be producing more than most major fortresses back east combined.

We're the Capital! I've decided to make the most of King Erib's skills, and stick his butt in his very own Honorguard unit (he can't lead squads himself due to monarch restrictions,) with his own resplendent suit of adamantine armor and the finest silver mace I can manage to produce, as he likes maces.

We also had a couple births, I chucked some prisoners into the fires of the earth for lulz, and became thoroughly confused by the way the place looks.

It's only midslate, but I felt the king arriving warranted a short update, which, frankly I didn't anticipate.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **September 12, 2015, 08:21:44 pm**

Grats!

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 12, 2015, 09:04:59 pm**

So the Archivist's moved to Clobbermountains, too? Gahhhhhhhh. This fucks up everything I had planned.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 12, 2015, 09:08:51 pm**

Quote from: Mr Frog on September 12, 2015, 09:04:59 pm
So the Archivist's moved to Clobbermountains, too? Gahhhhhhhh. This fucks up everything I had planned.

Just set it before the move. Problem solved.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 12, 2015, 09:20:05 pm**

Quote from: Splint on September 12, 2015, 09:08:51 pm
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Just set it before the move. Problem solved.

Spoiler: Non-Fort Wank (click to show/hide)
Not that simple. I basically have to throw out half of what I had planned for my next story piece because it comes into *direct conflict* with this. And possibly write a separate piece addressing the move because, without spoiling anything, my next piece would have established that changing the base of operations would be extremely-inconvenient for the Royal Family (although it would easily be explained by His Gaudiness seeing Clobbermountains's material wealth and going "OOOOH SHINY ME WANT"), particularly the Royal Archivist (worth pointing out that they don't call her the *Archivist* for nothing -- all the records which went back for two centuries were stored at the old capital, too). And that's after I've already promised to shift some focus away from her for a time...

Oh well. C'est la vie. It's not like any of what I wrote was really fort-relevant anyways :V It was more of a side attraction than anything.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Lolfail0009** on **September 12, 2015, 10:54:19 pm**

The King? Already?

Wow :O

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 13, 2015, 12:48:17 pm**

Progress report: King safely entered the fort with a small honor guard consisting of two axe and two sword masters. Two migrants walked into The Cloud like idiots. A cassowary mutant has killed a migrant hunter. The two mutated migrants have been killed by Mikethete. I misread the calander, and I'm not out of Slate yet.

I sense this is gonna be a long turn.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 13, 2015, 02:42:28 pm**

Quote from: Splint on September 13, 2015, 12:48:17 pm
Progress report: King safely entered the fort with a small honor guard consisting of two axe and two sword masters. Two migrants walked into The Cloud like idiots. A cassowary mutant has killed a migrant hunter. The two mutated migrants have been killed by Mikethete. I misread the calander, and I'm not out of Slate yet.

I sense this is gonna be a long turn.

Please try to keep His Gaudiness out of combat (also please set his nickname to "His Gaudiness" if you haven't already, lol)

E: Also, I figured out how to fix the story piece I was writing and I actually like the new version better, since it involves something actually *not going the Royal Archivist's way* and her actually briefly losing her composure, which should be quite refreshing. So, uh, thank you Splint for making me step out of my comfort zone. I'm sorry I lost my composure, lol.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 13, 2015, 03:52:39 pm**

Changed his profession to it soon as he arrived, actually.

Considering he has pretty much no other responsibilities (I think the Mayor meets with everyone,) I was just gonna set him up with his own squad and training space, to just make something vaguely approaching "useful" out of the entitled little shit. Worst I'd send him against without a proper suit of adamantine armor is trogs or what have you in the caverns, well away from The Cloud and most dangers, until he could feasibly hold his own in a fight *without* his guards pretty much holding his hand.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 13, 2015, 04:08:46 pm**

Quote from: Splint on September 13, 2015, 03:52:39 pm
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I'd just rather him be kept out of trouble entirely just to be sure, if that's alright with you.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 13, 2015, 04:14:17 pm**

Quote from: Mr Frog on September 13, 2015, 04:08:46 pm
Quote from: Splint on September 13, 2015, 03:52:39 pm
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I'd just rather him be kept out of trouble entirely just to be sure, if that's alright with you.

Beware those words, for this is Dwarf Fortress, and you know what that means, especially under the fickle whims of the jerkiest of gods. And gods of delicious jerky.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 13, 2015, 04:16:52 pm**

Quote from: Splint on September 13, 2015, 04:14:17 pm

Quote from: Mr Frog on September 13, 2015, 04:08:46 pm

Quote from: Splint on September 13, 2015, 03:52:39 pm

Considering he has pretty much no other responsibilities (I think the Mayor meets with everyone,) I was just gonna set him up with his own squad and training space, to just make something vaguely approaching "useful" out of the entitled little shit. Worst I'd send him against without a proper suit of adamantine armor is trogs or what have you in the caverns, well away from The Cloud and most dangers, until he could feasibly hold his own in a fight *without* his guards pretty much holding his hand.

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Beware those words, for this is Dwarf Fortress, and you know what that means, especially under the fickle whims of the jerkiest of gods. And gods of delicious jerky.

Oh, no, I am fully aware that trouble will inevitably come and find His Gaudiness regardless of whether he comes to look for it, lol. It'll be funny if he gets banshee-screeched and has to spend a month in the Common Hospital with the Common Folk and their Common Filth. Or somehow ends up outside and gets his stupid ass misted (oh man I am actually actively hoping for that now hahaha*)

*No, that doesn't mean go and do it.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 13, 2015, 04:21:44 pm**

Y'know it's weird, that actually seems like it'd be the one thing he wouldn't have a problem with, what with having been a soldier in a largely west European medieval fantasy setting (which means he's likely been around the horrid mess that is essentially middle ages army camps for extended periods.)

If anything, he might even consider the hospital here in this place (what with it ***not*** having a history of killing its patients by accident) a noticeable step up from that. :P

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 13, 2015, 04:34:25 pm**

Quote from: Splint on September 13, 2015, 04:21:44 pm

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If anything, he might even consider the hospital here in this place (what with it ***not*** having a history of killing its patients by accident) a noticeable step up from that. :P

But it'll require him to either take off his bling or get it dirty, which is absolutely-intolerable. If he's not a glittering gold disco ball, how will people know he's king!?

~~I'm ignoring the fact that his actual in-game clothing probably consists of a shirt, shoes, pair of pants, and several hundred earrings made of goblin flesh~~

~~E: Also ignoring that I'm pretty sure IRL royalty only really breaks out the full regalia for ceremonial purposes and probably wouldn't wear it casually~~

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 13, 2015, 04:44:28 pm**

Quote from: Mr Frog on September 13, 2015, 04:34:25 pm

Quote from: Splint on September 13, 2015, 04:21:44 pm

Y'know it's weird, that actually seems like it'd be the one thing he wouldn't have a problem with, what with having been a soldier in a largely west European medieval fantasy setting (which means he's likely been around the horrid mess that is essentially middle ages army camps for extended periods.)

If anything, he might even consider the hospital here in this place (what with it ***not*** having a history of killing its patients by accident) a noticeable step up from that. :P

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~~E: Also ignoring that I'm pretty sure IRL royalty only really breaks out the full regalia for ceremonial purposes and probably wouldn't wear it casually~~

Nonsense! Dwarven cleaning technique ensures that any clothing will be clean and shiny during hospital stays!

And I think he has a grizzly bear bone/nail item, but that's it in-game aside from normal clothing (he apparently has also killed a grizzly bear, which means he took out a bear-mounted, metal-clad and wielding elf on his own.) He did however start grabbing up some additional stuff on arrival with the rest of his entourage.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **September 13, 2015, 05:47:49 pm**

The Archivist getting angry? Hoo boy.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Taupe** on **September 13, 2015, 07:47:26 pm**

Quote from: TheBiggerFish on September 13, 2015, 05:47:49 pm

The Archivist getting angry? Hoo boy.

Is that an actual character that exists in game or just some plot device around which the entire universe was duct-taped? I'm really confused.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 13, 2015, 07:59:37 pm**

Quote from: Taupe on September 13, 2015, 07:47:26 pm

Quote from: TheBiggerFish on September 13, 2015, 05:47:49 pm

The Archivist getting angry? Hoo boy.

Is that an actual character that exists in game or just some plot device around which the entire universe was duct-taped? I'm really confused.

No, I made her up. She was supposed to just be someone responsible for writing the Urist's Handbook thingies but kinda took on a life of

her own, which kinda got out of hand (I take it you're not a fan, hahaha). Gonna try to shift some of the out-of-fort wankery away from her for a while specifically because I *don't* want the entire universe to revolve around her. Lol.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 13, 2015, 08:09:40 pm**

Quote from: Taupe on September 13, 2015, 07:47:26 pm

Quote from: TheBiggerFish on September 13, 2015, 05:47:49 pm

The Archivist getting angry? Hoo boy.
Is that an actual character that exists in game or just some plot device around which the entire universe was duct-taped? I'm really confused.

Less that it was duct taped around so much as Mr Frog found a vampire-shaped hole and crammed her in head first. Amazingly enough, she didn't suffer from Extreme Cranial Compression Syndrome when it was found said hole was a bit on the shallow side. Must be the vampire-ness.

A tragedy struck in the wake of migrants arriving. None of them knew the danger of The Cloud, and several had blundered into it, thinking it a freakish fog bank and nothing more: Zulgar encedfight and Vabok Lashfocus were swiftly dispatched by Buffalo Squad. A cassowary was also caught in the bank and a foolish huntress paid for her lack of knowledge of what The Cloud does to its victims, and the bird earned the name "Rainytours" as a result.

Uabōk Mengatham, Dwarf Farmer mutant
Zuglar Ustuthbardum, Engraver mutant
Cassowary mutant

The Cassowary mutant kicks The Ranger in the head with her left foot, bruising the muscle, jamming the skull through the brain and tearing apart the brain!
Kib Satalāth, Ranger has been struck down.

Zuglar Ustuthbardum, Engraver mutant has been struck down.
Uabōk Mengatham, Dwarf Farmer mutant has bled to death.

Within days, Erib mandated that maces be forbidden from export, citing that he "refused to give away crucial war materials," and Jeff was stripped of his tomb (which was only discovered he was still in possession of when Erib demanded a tomb.) And, of course, a dwarf began to act strangely, secretive even.

Thīkut Tōstber, Blacksmith cancels Store Item in Barrel: Taken by mood.
Thīkut Tostber, Blacksmith withdraws from society...

But Erib didn't really care. He was more concerned with finding out what the local heraldry was. He seemed pleased by it, claiming it was "fitting."

Engraved is a fine Nish Athelcustith rendition of an exceptionally designed image of mail shirts.
The image is the symbol of The Everlasting Bodices, a local dwarven government.

Meanwhile, it was found a child was very unhappy. Why you may ask? Why, her parents had died on arrival here of course!

Vabok, her father, had been slain by Mikethete after blundering into The Cloud, while her mother Kib had been the victim of the Cloud bird Rainytours. But as Slate neared its conclusion, the smith emerged with a ring in hand, of finest make! Everyone quickly forgot the plight of that child as a result.

Thīkut Tostber, Blacksmith has created Mostodazin Ardes Ilon, a copper ring!
Press Enter to close window

Mostodazin Ardes Ilon, "Shamewatched the Author of Healing", a copper rng

This is a copper ring. All craftsdwarfship is of the highest quality. It is encrusted with tapered baguette cut claro opals. This object menaces with spikes of copper. On the item is an image of Urist Tradedumbras the dwarf and dwarves in gabbro. Urist Tradedumbras is surrounded by the dwarves. The artwork relates to the ascension of the dwarf vampire Urist Tradedumbras to the position of queen of The Torrid Lash in 13.

On the 5th of Felsite, Agrela Allytower was made executioner at King Erib's order. Pisskop had records showing a swordsdwarf guilty of murder, and Erib demanded justice be dispensed. Nobody recalls if the dwarf was killed or not.

The Enemy Is Upon Us!
A vile force of darkness has arrived!

In mid-Felsite however, all would recall when it was engraved: The Banshees come once more!

A nice disjointed update that goes to roughly mid-Felsite. Spring's just about done as a result. We're now under banshee attack, and I'm probably about to send about 2 dozen dwarves to their deaths against two large squads of banshee archers.

We have one pissed dwarf, a kid whose family kinda sorta died, and have a new worthless trinket. Honestly, heart isn't too in it, but maybe I'll enjoy doing the next update some, since I may get to write graphic depictions of horrific bloody battle.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 13, 2015, 08:36:12 pm**

Quote from: Splint on September 13, 2015, 08:09:40 pm

Quote from: Taupe on September 13, 2015, 07:47:26 pm

Quote from: TheBiggerFish on September 13, 2015, 05:47:49 pm

The Archivist getting angry? Hoo boy.
Is that an actual character that exists in game or just some plot device around which the entire universe was duct-taped? I'm really confused.
Less that it was duct taped around so much as Mr Frog found a vampire-shaped hole and crammed her in head first. Amazingly enough, she didn't suffer from Extreme Cranial Compression Syndrome when it was found said hole was a bit on the shallow side. Must be the vampire-ness.

Pretty much, although I'm currently writing her as a necromancer. Haven't really given any in-story cues either way, though, besides that there's definitely something not quite right about her. Also... I'm definitely getting the distinct impression that people find her annoying, hahaha. The impending break from her seems well-timed.

It's nice to see the banshees come to pay their respects to His Gaudiness.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Lolfail0009** on **September 13, 2015, 11:07:46 pm**

~~I wouldn't say that I find the Archivist annoying,~~ but it will be nice to see what other worldbuilding magic you can pull out of that top hat, Mr Frog~

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 14, 2015, 12:03:38 am**

Quote from: Lolfail0009 on September 13, 2015, 11:07:46 pm

I wouldn't say that I find the Archivist annoying,

 but it will be nice to see what other worldbuilding magic you can pull out of that top hat, Mr Frog~

Fear not, my next bit after the one I'm currently writing will be about banshees. Then maybe I'll do something with the other dwarven civ but who knows. I've been feeling a bit unenergetic lately (which is why I haven't finished it yet) but I'm gonna take a few days off from the gym and see if that helps (going seven days a week tends to wear you down after a while, lol)

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **September 14, 2015, 04:14:53 am**

Here we go. More stuff on Blackwood. Rated E for Extra Edgy.

Spoiler: The Reconing (click to show/hide)
It is often said that recruits of the Undead King's army are stripped of all their passions and feelings, left only with cold-blooded sense and unsatisfiable hatred towards the living. The mind of a newly-turned monster was devoid of sympathy or curiosity - it was a mere wasteland drowned in the darkness. No dream had ever crossed that cursed, Armok-forsaken land, no thought of the future. But if Blackwood's hazy, feverish visions could be called dreams... Once again, Onowe had a nightmare.

Of course, he did not have to sleep or feast on usual food, but frequent meditations were required to uphold his old druid powers, which he considered too beneficial to abandon. During those meditations, he envisioned many things. Sometimes, he saw the most hideous of the Armok's slaves, covered with pus, boiling alive in the ocean of lava, filled with vice and pride, defying the righteous rule of Armok, praising its own poorly-designed puppets. Sometimes he saw his old masters, who were long dead, united with Romimi. Sometimes, he saw his past.

Onowe had a nightmare. Once again, he was present at the great feast, held by Sethe Sworddancer, the noblest of elves, protector of the woods and a humble servant of Romimi's chosen. Everyone was enjoying the banquet, the music, the tales of old told by poets. Sethe awarded his brave warriors with finely-crafted weapons and noble-blooded steeds, manors and dwarven riches, respect and approval. Iyathi Dashtuft was also there, staring grimly at his masterfully-made goblet, expecting his speech to be met with incomprehension. And so, he spoke. He told everyone about one of his students, who chose an unfortunate path. He asked Sethe to give Onowe away, so the acolyte could bring him to justise. But noble Sethe was unmoved by Ayathi's words. He said that he would not give an elf away without solid evidence and forgiveness. He made the wrong choise. In a year, Sethe and his squad would be torn alive by the loyalists.

Then, he saw her. Urist Tradeumbras, queen of all dwarves. A brave, sensitive woman... Blackwood couldn't say that he actually felt something, like if he was alive again, but... There was a sort of understanding between them, even before she became a vampire. In fact, it had been the strongest right before that happened... Urist's love made him think he was not alone. In a fit of rage, she conducted things that turned her.

After that, many things changed. She was sensitive no more, but rather vile. Her love resembled a mad passion of a banshee, bent on mayhem. Her husband and children were afraid of her. The royal archivist, a rather strong-nerved lady, was probably the only courtier who did not feel dread in her presence. Urist wanted to help Blackwood by killing his past enemies... As many dwarves, she perished in a fiery battle, finding her end in the claws of war grizzlies.

Did Blackwood feel rage? Despair? Did he regret her turning?

He didn't know. But he knew he needed to do something. Most of his rivals were resting in piece or too tired to fight. Elvenkind was being tortured and enslaved. His Gaudiness, an impudent grand-grandson of the great woman, bathed in his own ignorance. His Excellence, an irritatingly keen conspirator, provided some work, but his petty ambitions weren't even worth the money he recieved. And there was the task. He had to put an end to the madness he had started.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 14, 2015, 09:15:43 pm**

Splint just PM'd me; he'll be unable to continue his turn for the foreseeable future. I'll give him a couple days to upload his current save (since, my bitching aside, he gave us some really great updates and I don't want to throw them out), else we'll roll back. I'll PM the next guy once this is resolved.

E: **@Monitor_Lisard:**

Hm. Kinda like the whole anti-villain thing you have going there, although it seems a bit at odds with Blackwood's general amorality. Should probably try to figure out how to explain that.

Your current assignment, should you choose to accept, is to write me a detailed narrative piece exploring Blackwood and the Vampire Queen's relationship. Doesn't have to be too consequential; just him and Urist having a moment or something.

My story piece is pretty much done; I'll just need to proofread it and post it sometime late tonight.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 14, 2015, 09:55:19 pm**

Here's my save, such as it is. (<http://dff.d.bay12games.com/file.php?id=11133>)

Sorry guys. Just haven't been feeling mentally sound (the constantly sore foot isn't helping,) and no offense intended, but I haven't exactly felt inspired here. Might try to sit down and do something else of my own, but nothing's really been helping. Leave any sympathy at the door, cause you probably got some cloud residue on it.

Cancel the additional turn as well.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 14, 2015, 10:01:59 pm**

Quote from: Splint on September 14, 2015, 09:55:19 pm

Here's my save, such as it is. (http://dff.d.bay2games.com/file.php?id=11133)

Sorry guys. Just haven't been feeling mentally sound (the constantly sore foot isn't helping,) and no offense intended, but I haven't exactly felt inspired here. Might try to sit down and do something else of my own, but nothing's really been helping. Leave any sympathy at the door, cause you probably got some cloud residue on it.

Cancel the additional turn as well.

Done. Feel free to sign up for a turn again if you change your mind.

E: PM has been sent to ImagoDeo. If he doesn't claim it in a couple days I'll just PM Crashmaster and cherry-hearts simultaneously and it'll be first come, first served :V Don't feel like working my way down the list one-by-one since activity in the thread has been quite slow, leading me to suspect that there is a lack of interest. ~~C'mon lurkers I know you're there~~

Title: Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!
Post by: Mr Frog on September 14, 2015, 11:31:29 pm

In any case, here's my next story piece -- as a minor point of interest, it is by far the longest I've written for this fort (even though it's mostly a device to set up a possible new hostile race if I ever do a sequel, lol):

Spoiler: A Secret Laboratory (click to show/hide)

There is a city carved into the mountains -- Mirrorrasped is its name. A vast dwarven metropolis, with winding halls and dizzying tunnels snaking deep into the heart of the earth itself. Small, clear-glass lanterns are set into the polished stone walls, their light illuminating the stony faces of dwarves -- young, old, ugly, handsome, fit, fat -- passing through the polished-stone halls, quietly going about their business in such a manner as to attract as little attention as possible -- particularly those of the enormous, stolid guards in full armor which were stationed on every corner, not a word slipping out of the metal helmets which concealed their faces. There was a time, once, when there were normal guards, whose faces could be seen and who would even occasionally speak, and whose righteous fury the dwarves did not live in utter terror of, but they had been seen less and less. There were whispers, even, that the old fortress guardsmen had been steadily going missing one-by-one as they were replaced by the hulking nightmares, but the Royal Archivist had firmly stated that such rumours were false, and so, for all intents and purposes, they were -- at least, when the guards were around to hear, and they always were. Still, there were always those who doubted the "official" version of events, and those people continued to murmur, continued to speculate...

Somewhat-deeper in the underground complex, within the vast, heavily-guarded royal stronghold, there is a small, unassuming room -- judging from the various empty boxes and wooden paraphernalia strewn about, it looks to have perhaps been originally intended as a storage room of sorts, although it obviously was no longer in use, at least for that purpose. However, a small push of an innocuous-looking carving and a bit of downward pressure applied simultaneously to a nearby shelf would reveal, quite quickly, that the room was likely far more important than it initially seemed, as a hidden door -- utterly-indistinguishable from the surrounding unworked stone wall - - swung smoothly up into the ceiling of a hidden passageway, which ramped upwards.

Should one choose to then traverse this narrow, haphazardly-carved tunnel -- clearly not designed to impress -- they would find that it opened out at the end into a large, rough-hewn stone chamber dimly illuminated by fungus-lanterns and filled with strange iron vats, cupboards, iron workbenches, and metal cages smeared with what could very well be dried blood. Meticulously-detailed diagrams -- mostly anatomy charts of various animals, humanoid and otherwise, although there were some which appeared to be blueprints for various tools and devices -- covered the walls and workbenches.

At the interval of time this narration describes, two people were in the room -- one a tall and broad-shouldered male dwarf, his hair and voluminous beard grey, clad in a flowing purple robe and bedecked with an eye-searing array of gold jewelry; the other was a dwarfess of average height, with bushy black hair and dressed in a blue robe with dull beige trim. The dwarf had recently arrived, and was just about to initiate conversation...

"I have come, my dear, as you requested," said the dwarf unctuously; his name was Erib Catchtowns, more-formally referred to as His Gaudiness, and he was the monarch of the Torrid Lash, which Mirrorrasped was the capital of. His aged face was set in a stern, smoldering expression, although there was a certain air of eager expectancy to his eyes. "I trust the tests have been going well?"

The dwarfess, who went by the name of Urist Ashoklam and was more-commonly referred to as the Royal Archivist, nodded curtly. Her thick bangs obscured most of her face, and most of the remainder was usually concealed behind enormous, darkly-smoked glasses; however, for this occasion, she had opted not to wear them, revealing dark-grey eyes which looked astoundingly-youthful for a dwarf that was supposed to be well into her last decades -- indeed, she looked barely older than twenty, with a soft-featured face unlined by age -- although there was an eerie sort of oldness to them, as though she'd already seen this conversation play out over and over again in marginally-different forms countless times in the past and was now largely going through it by rote.

"But of course," she said, her voice twanging with unconcealed smugness; "Development of the new breed of enhanced personnel has been completed, and they are -- as one would expect -- a success on all counts." She continued to explain to Erib as she picked up a set of clear glass vials filled with swirling, blood-red fluid off one of the workbenches and led the king towards the nearest of the cages: "As I had hypothesised, introducing the enhancing agent directly into the target tissues in small installments over the course of seven months, rather than injecting a single, larger dose into the bloodstream as we previously had done --" they were now next to the cage, which the Archivist gestured towards as she continued "-- almost completely eliminates intellectual retardation in subjects while reaping near-equal increases in strength, resiliency and body mass, and simultaneously greatly-reducing harmful deformities and degeneration of vital organs."

Erib nodded vaguely, trying to follow along as best as he could; this wasn't exactly his strong suit. He was a ruler, not a textbook; that's what the Archivist was for. There was almost something resembling actual, genuine joy in her normally-drab and clinical voice as she described the fruits of her research, a fact which disturbed Erib almost as much as what he was currently looking at in the cage.

It was -- or at least had been at some point -- a male dwarf, he knew that much. Not one of his, not from the Lash -- he had strictly forbidden the Archivist from using their own brothers and sisters for her dark work. No, it had likely been a spy or some other criminal "rescued" from the Pit. A dwarf, once, but now Erib knew not the word to describe the creature in the cage. It was an enormous, hulking monstrosity, a good head taller than Erib and grotesquely-muscled, although the way it shrank away from the pair as they approached and curled up against the back of the cage, clearly-terrified, made it seem small and pathetic. It was unclothed, and scars, needle marks, and weeping pink sores covered its exposed skin. Its wildly-bearded face was bony and angular with a heavy, misshapen brow ridge, and small, irregularly-shaped spurs of bone jutted from its shoulders, collarbone, and ribs.

None of this was upsetting at all to Erib; quite the opposite, the Archivist's previous creations had been even more deformed, this being a promising improvement. No, what was disturbing Erib so were its eyes: vivid green, with a dull red glow coming from within, yet -- surprisingly -- with an unmistakeable intelligence and awareness to them. The previous subjects had been rendered nearly-mindless by the treatments, only capable of following basic commands after extensive training, but as Erib looked into this creature's eyes, he knew, with a chill in his gut, that there was something -- someone, even -- in there looking back at him. He could see its fear, numbed by despair. He almost felt sorry for it... almost. In the end, serving the Lash in even this capacity was still far too great an honor for treasonous scum like him.

"The fact that they retain much of their personality and will is problematic, of course," continued the Royal Archivist smoothly, either not noticing or choosing to ignore Erib's visible discomfort, "But breaking them shouldn't prove too difficult."

Erib considered this for a moment, then nodded, his expression grim. He took no joy in the thought of whatever unspeakable torture the Archivist intended to use to get the beasts to comply, but he would readily admit that the end result was quite enticing. He grinned slightly -- or, less charitably, bared his teeth -- as he imagined the carnage the Lash's enemies would suffer at the hands of these new abominations. "Excellent work, Lady Urist," he said, allowing a small, controlled measure of awe to enter his voice.

The Archivist's lip curled for a brief moment, as though Erib's praise -- a rare and sought-after commodity to most -- was somehow offensive to her, but soon returned to her usual distant stare. "But of course," she said dismissively. She stroked the vials in her hand, gazing at them contemplatively for a moment as their contents swirled like a thick fog, then muttered on without looking up, as though speaking more to herself than to Erib: "Now that that's finished, I could perhaps begin testing the effects of in utero exposure... that should be quite interesting, yes..."

Erib grimaced slightly; he wasn't quite sure what a "utero" was, but knowing the Archivist, it likely wasn't something he had any business dealing with. "You may pursue whatever projects you fancy, provided it is to my -- that is, the Lash's -- benefit," he said; "However --"

Erib stopped cold; an icy, mirthless smile was suddenly playing on the corners of the Archivist's mouth, giving him pause. The Archivist turned away from Erib, towards the cage; she stepped forward, extended her hand, and rapped sharply on the rusty metal bars with her knuckles, causing the creature inside to cringe away in terror, whimpering hysterically. It was a pathetic sight. The Archivist giggled quietly, clearly enjoying the effect her antagonism was having on the traumatised former dwarf.

Erib gritted his teeth. "That's not necessary, Lady Urist," he said sharply, but the Archivist ignored him, and continued to knock on the bars again and again; the creature covered its face with its hands, trembling in terror as she giggled to herself, her eyes glittering cruelly. Erib watched the scene with horror; he had no particular sympathy for the beast, but this was decidedly-distressing behaviour to see in

one of his most important subordinates. "Stop that at once!" he commanded, but the Archivist continued to gleefully-torment her subject, giving no indication that she'd even heard him.

Suddenly, the creature stopped trembling. It tensed up, motionless, for a moment, the sudden cessation of movement causing Erib's insides to twist up; his old battle-instincts, along with something far more primal from before the dawn of humanity, detected a calm before a massive storm.

Then, just as Erib feared, the storm struck. There was a massive, incomprehensible din as the creature emitted a guttural scream and launched itself in the Archivist's direction, slamming its palms into the cage's bars with full force; Erib -- to his immediate embarrassment -- jumped at the noise, although the Archivist didn't even flinch -- she simply stood there, grinning serenely, as though she was watching the most sublime comedy routine ever devised. The creature roared deeply, its yellowed teeth bared, and pounded the cage with its fists, the dull glow in its eyes now a hellish red ember that reminded Erib of the great magma sea. A chill ran down his spine as he watched the creature rage, beating the bars of the cage savagely while screaming loud enough to make Erib's ears hurt, the intelligence he had seen in its eyes now replaced by a blind, insane fury. The solid-iron bars of the cage buckled and bent under the sheer force of the monster's assault. A word floated up from the depths of Erib's mind as he watched the scene, a fragment of the myths and nursery-stories his old mother had taught him: "berserker".

And then, just as suddenly as it had started, the creature's furor subsided, the fire in its eyes dying back to a dim glow. It blinked confusedly, as though it had forgotten where it was, then sank to the ground, cradling its head in its oversized, bony hands and moaning out a noise which, a few moments later, Erib realised -- nausea gripping his stomach -- were [words], ponderously-deep and slightly-accented but very clearly-enunciated: "Please... let it end..."

Erib looked away, clenching his fists, as the monster -- the 'berserker' -- dissolved into loud, hysterical sobbing. He took a few deep breaths to steady his nerves, then said to the Archivist, who was still looking at the cage, visibly-enjoying the spectacle: "As I was about to say, madam, you may conduct whichever experiments you believe will lead the Lash to ever-greater prosperity." The Archivist didn't acknowledge Erib's words in any way, but he continued nonetheless: "However, you must first prepare for a change of venue. We shall shortly be relocating our base of operations to Clobbermountains, you see. Despite your constant naysaying, they've managed to grow quite prosperous in the past few years." Erib licked his lips in anticipation as he imagined the sheer wealth that the isolated fortress had been producing -- wealth that, by all accounts, should be his. He was the King, after all. That was his right, after all.

The Royal Archivist's attention immediately snapped to Erib, though her expression was distant as always. "That is not acceptable, Your Gaudiness," she said matter-of-factly, over the berserker's cries; "Clobbermountains is squarely in the heart of enemy territory, with no allied settlements for miles. It's a miracle they've survived the attacks this long. Quite a poor location for a nation's seat of government. Besides," -- she gestured to the surrounding cavern with her hand -- "all of my research is housed here. It would be quite inconvenient -- "

"It's not open for discussion," interrupted Erib firmly, folding his arms; "Everything's already in order, and we'll be leaving early next Spring." He gestured around at the various diagrams and equipment; "We'll be setting up a new laboratory, of course. Keep what you will take with you, destroy what you won't. Or don't, if it pleases you." Erib shrugged nonchalantly; "As long as it can't be traced back to us, I care not how you dispose of it all."

The Archivist stared at Urist slack-faced for a few moments, her brilliant, cold mind apparently-unable to comprehend what had just happened. Then, livid, white-hot rage twisted across her face, her bare teeth gnashing, shoulders hunching, her soft, delicate hands twisting into vicious claws primed for strangling. In that moment, Erib suddenly became terribly, uncomfortably-conscious of the fact that the two of them were completely-alone, without anyone else to bear witness to what may happen; that nobody knew they were down here, or even that this room existed. In that moment, Erib was afraid -- an alien emotion to him. He didn't particularly like it. It made his stomach feel tight.

Not a moment later, however, the Archivist regained her composure, her features settling smoothly back into their usual configuration as though nothing had happened. "...Of course, Your Gaudiness," she said evenly, turning away from him; "I shall make my preparations at once."

Erib shivered; there would be a reckoning for this, he knew it. Rage like what he just saw on the Archivist's face didn't just vanish -- usually, at least; the memory of the berserker's ephemeral fury flashed across Erib's mind. No, anger like the Royal Archivist's just fermented, growing stronger and more refined over time. Nothing for it at the moment, but he made a mental note to watch his step for the foreseeable future.

In any case, the news had been delivered -- for better or for worse. "I shall take my leave," he announced. No response; the Archivist didn't even turn around. She simply stared at the berserker silently, not moving a muscle. Not wishing to engage with the woman any longer, Erib simply turned around and left back down the tunnel we had come in through, his footsteps echoing down either end.

As he approached the tunnel entrance, Erib heard another noise, or rather a combination of noises, echoing through the tunnel: a loud, metallic clanging, as though someone was roughly kicking a metal bar over and over; a woman's furious shrieking; and, beneath it all, a soft, low, sonorous whimper.

Next one will be about banshees. Fun fun fun!

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Lolfail0009** on **September 14, 2015, 11:46:34 pm**

Well, she certainly seems to be swinging further towards the Chaotic Evil corner of the spectra, if she reacts to an infringement on her freedom like that '^^^

All in all, a rather excellent story post~

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 15, 2015, 12:17:33 am**

Quote from: Lolfail0009 on September 14, 2015, 11:46:34 pm

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All in all, a rather excellent story post~

I'm not even sure how the hell to classify her on that thing, lol. His Gaudiness is definitely Neutral Evil, since he's really just in it for petty personal gain and doesn't really care about law and order either way, and the Consort is probably Lawful Evil (bordering on Lawful Neutral) since she's basically a social climber who simply seeks power and control, but the Royal Archivist... basically, at her core, she's a sick, sick fuck with a god complex who wants to set the world aflame just to watch it burn, but her great age has taught her patience and temperance, and then there's the fact that she passes herself off as a benevolent figure to others. So, she's Chaotic Evil at heart, Lawful Evil in action, but Lawful Good in reputation.

E: Also, thank you ^^; I'm genuinely concerned that people have lost interest in the fort (though admittedly our view count is steadily approaching 10,000 even is I type this) so I appreciate the kind words.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Lolfail0009** on **September 15, 2015, 12:37:50 am**

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E: Also, thank you ^^; I'm genuinely concerned that people have lost interest in the fort (though admittedly our view count is steadily approaching 10,000 even is I type this) so I appreciate the kind words.

Well, a good way that I've heard it described is thus:

Lawful Good: Law and order is good when it benefits the people.
Lawful Neutral: Laws are good by virtue of being laws.
Lawful Evil: Laws are good when I can exploit them for my own gain.

Neutral Good: Let's do the Right Thing
True Neutral: Whatever.
Neutral Evil: Let's Make People Do Things For Me

Chaotic Good: Personal freedom is to be cherished above all, and I will die for others'.
Chaotic Neutral: Personal freedom is to be cherished above all, and I will die for mine.
Chaotic Evil: Personal freedom is to be cherished above all. Mine more than yours.

Seems like the Royal Archivist'd sprawl across an exquisite sofa smack-dab across all three shades of Evil '^^ Although you're probably right about how the people perceive her as a Lawful NonEvil character.

And yes, people are losing interest, for now. However, to me, it feels like a calm-before-the-storm situation. Give it time, this fort should flourish~

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 15, 2015, 12:44:35 am**

Quote from: Lolfail0009 on September 15, 2015, 12:37:50 am
And yes, people are losing interest, for now. However, to me, it feels like a calm-before-the-storm situation. Give it time, this fort should flourish~

We're probably mostly lurkers at this point. Try as I might to fill the gap with out-of-fort story pieces, after the kerfuffle with Gwolfski and mikethete's (to call a spade a spade, with apologies) rather-bland (if very punctual) turn there hasn't been much of interest to discuss. Fortunately, ImagoDeo and Crashmaster have given me reason to have faith in their writing ability, and we know for a fact that cherry-hearts can give us an amusing turn, so we'll *probably* get some shit going shortly assuming everyone doesn't bail.

E:

Quote
Seems like the Royal Archivist'd sprawl across an exquisite sofa smack-dab across all three shades of Evil

Truly fabulous, she is.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Lolfail0009** on **September 15, 2015, 01:01:13 am**

Quote from: Mr Frog on September 15, 2015, 12:44:35 am
Quote
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I may draw that at some point, if the thread stagnates further. I've got all of tomorrow to myself, so...

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 15, 2015, 01:06:25 am**

Quote from: Lolfail0009 on September 15, 2015, 01:01:13 am
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Please. Or write something. I'm always eager for community contributions~

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Lolfail0009** on **September 15, 2015, 01:09:50 am**

Quote from: Mr Frog on September 15, 2015, 01:06:25 am
Quote from: Lolfail0009 on September 15, 2015, 01:01:13 am
Quote from: Mr Frog on September 15, 2015, 12:44:35 am
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Please. Or write something. I'm always eager for community contributions~

In that case, I'll start acquiring references now~

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **September 15, 2015, 05:21:51 am**

Bonus points if you can make the Sofa of Evil a plot point without shoehorning it in.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **September 15, 2015, 07:28:27 am**

@Mr Frog

Well, I see no contradiction here. He's immoral not because he is that selfish (some vampires tend to have little self awareness), but because living creatures were nothing more than meat slabs to him (well, at least until he met Urist). Here's the first part.

Spoiler: The Intruder, part 1 (click to show/hide)
For several years Onowe had been seeking asylum in young human kingdoms. Local warlords were way too busy backstabbing eachother to pay attention to a newly-appointed counsigliere, who wasn't really taking sides in their domestic strife. Although he managed to secure his position close to the tottering throne, Onowe knew he could not stay there for long. It was obvious that a new powerhouse was

emerging from the stream of civilisations. Torrid Lash, a nation to dominate the whole world, was shining atop of the beautiful mountain, seeking foreign warriors to battle alongside them. And so, Onowe gathered his humble posessions, put on his old wooden armor (which was weathered to look like human cuirass), strapped Sethe's praised sword to his back, and rode to the dwarven mountainhome of Mirrorclapsed.

It took a while to gain he quartermaster's trust, and yet again, blood magic tricks proved useful. The fighting part seemed much more difficult, as newly-appointed squires usually spent many years battling enemies of the Torrid Lash before getting access to the royal chambers. For Onowe could not wait for years, the choise for him was simple. After a few minor skirmishes, his band of mercenary knights drew right through the goblin horde. Showing an unparalled valor on the battlefield, and losing more than half of his men during combat, he finally managed to attract attention of the royal couple, namely of queen Urist. At last, he was appointed a page.

For the very first time he walked the royal blue carpet of the throne room. His arrival was announced by a herald, who stated that "Sir Thil of Blackwood" has arrived to see their majesties. There were two dwarves sitting on a huge double throne: Queen Urist, a woman in her thirties, and King Consort Rith, a homely man with a tired look on his face. Both queen and king were glad to see a brave human knight serving them. It was a hard time for Blackwood, though, as Rith asked him to take his helmet off - the royalty considered this a honest mistake of a barbaric human warlord, whose nobility was a mere touch of fame upon their usual gruff self. Asking for a pardon, Sir Thil claimed that he'd sworn to wear a helmet after injuries he had sustained a long time ago, so, if it was possible, he would wear a mask next time, to cover the scars he'd received. The queen relented, and let Blackwood manage this question on his own, for the first time allowing a knight to wear a mask in her presence. Then, he was awarded with a title of battlelord, and provided with a new steed.

Being a page could have been a fulfilling job for a living person, but for Blackwood, it was only a step. Royal Hunts and receptions allowed him to take on courtiers one by one, aquiring allies by the means of bribes and flattery. At last, his position could have been called secured. The blow he recieved after a while was the more sudden.

Queen's curiosity had been tried too much. As usual, he accompanied Urist on her everyday walk, along with her secretary and guards. When they approached a balcony overhanging the Royal Cavern, Queen Tradeumbras ordered her retinue to cordon off the site. The guards and the secretary subordinated, leaving her with her new page. For Blackwood, it was a moment of truth. "I see your struggle, good sir". - She whispered, smiling gently. "But I am not that unkind". "I... I missed the point, my lady". Blackwood replied, letting some dismay slip in his voice. He was playing a dangerous game, but the rewards were totally worth it. "Excuse my impolicy, good sir". Queen Urist raised her eyebrow playfully. "It seems that your scars don't trouble you too much".

Here we go.

"They do not, my lady". Blackwood nodded. "In fact, I... I wonder about your true appearance, noble sir". The queen glanced at the caves. A smug look on her face showed that the elf had to act quickly. "I am afraid, my face will strike fear in any dwarf's heart, my lady". He noted dramatically. "I am not a swoon maiden, noble sir". Urist snickered. "Now, take off your mask".

Blackwood ascended on his knees and grabbed his mask.

"I beg your pardon, my lady, for my being insincere, for you're about to witness a true monster". "Oh, do not be afraid, good sir. I see myself as a tolerant monarch". The queen sighed. "You're an elf, right?" Blackwood silently pulled off his mask, revealing his pale face. "This is me, my lady. A horrid abomination I am." He stammered. "You don't look too horrible, good sir. Might I say, you're a handsome page". Urist laughed, tapping Blackwood's shoulder. "I am not what you think, my lady". She froze. "Huh? What is that, sir Thil?" His expression remained blank and unflinching as usual, as was his voice. "I... I have a terrible secret, my lady." The queen was staring at him awkwardly. "That sounds... frightening, good sir. Even if I understand correctly". She put on a strict face. "You have my attention". "I..." Blackwood twitched. "It... can easily have me banished to the jail". "I shall be as forgivable as I can be". Urist grinned nervously. "Did you, say, rob a dwarven caravan?"

Now or never.

"My lady... I am a creature of the night". Blackwood mumbled, ready to jump. Either he stabs this dwarven lady with a concealed dagger and jumps from the balcony, probably triggering a war between humans and dwarves, or...

"By Tumam, this must be a joke... B-begone-" She whispered. Blackwood did not move an inch. She glared at him, her eyes full of despair... And there was a spark of curiosity. "D-do you drink blood?" She moaned, unable to move from terror. "I haven't done so for ten years". Blackwood lied, even though his appetites weren't as grand as of the others', and his willpower was just enough to contain himself. "How is it p-possible?"

"I've been containing myself, my lady". Onowe sobbed. "I am paying for the mistakes I made long ago". "You... How old are you, actually?" Urist's first dread started to wear off, and her pry started to kick in. "Around forty, my lady". He replied patiently. "Well". She frowned. "That doesn't sound too good..." The queen sighed. "I can accept this".

Blackwood closed his eyes. He pulled it.

"Let it be our little secret. Just don't prey on my subjects, ok?"

"I promise".

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **melkor** on **September 15, 2015, 02:58:04 pm**

il sign up for a turn

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **September 15, 2015, 03:58:04 pm**

Quote from: melkor on September 15, 2015, 02:58:04 pm

il sign up for a turn

Hehe, nice. Also, here's the second part.

Spoiler: The intruder, part 2 (click to show/hide)
Things were finally looking up for the elven fugitive. Now, having the queen herself as a confident, it was much easier for Blackwood to control his entourage. The courtiers quickly got used to the thought of having a self-appointed human noble around them, even though rumours of him being an elf spread wide rather soon. Sir Thil did not care. He rode along Torrid Lash™s borders, fighting off raiders and occasionally feeding on blood of elven prisoners. It was remarkable that, after the first few month, Urist became fascinated with his story. She would often ask him personal, if not uncomfortably intimate questions. Being as cautious as possible, he told her of his flight from the elven lands. She listened carefully, clearly showing pity. Next time, she asked him of his family. He honestly told her he hardly remembered anything, also mentioning Iyathi, his very first master. Then, she moved onto his personal life, wondering if vampires ever live in couples. Such an assumption sounded pretty weird to Blackwood, as two vampires present in one place usually meant competition rather than cooperation. Astoundingly, it was the first time Blackwood did ask himself about his æunlife. Was there really anything more to it than a constant struggle for fishing spots? Of course, there were always his enemies among the elven nobility, but the general idea of seeking vengeance appealed to Blackwood no more. He knew that the existence of a vampire was already a bane for everyone around. But then, things happened. The year of 27 was grim for the royal family. King Rith fell victim to a rampaging bronze colossus. Two of queen Urist™s beloved sons, 11-year old Sakzul and 2-year old Edzul were kidnapped by goblin grunts, to be held prisoners. While army units were dispatched to apprehend the raiders, and while other children were being guarded around the clock by Blackwood and other pages, queen Urist started losing her faith in everything. She walked around, staring blankly at walls, slowly succumbing to madness. Sometimes she would come up

to Blackwood, tie her hands weakly around his armor-clad chest and sob for hours. The elf put up with it, standing motionlessly like a statue to his former self, unmoved and unflinching. He was thinking.

On that day, he stood guard at the royal chambers along with General Tobul Toerope, a huge, hardened dwarf with a curly beard. Queen Urist was away, visiting the Cobalt Abbey. Basically, those two were “babysitting” with Prince Atir, his younger brother and sisters. Tobul, not willing to sit still, strolled around Blackwood, swagger-stick in his hand. “Bloody greenskins” He mumbled from time to time. It was silent around, as the kids were already in bed.

Suddenly, sounds of a commotion reached Blackwood’s ears. He heard somebody scream, a band of soldiers marching right under the windows of the royal castle.

“What on the earth is that?” Toerope roared, looking at the yard. Then, the doors opened, and a group of courtiers bursted in, carrying the queen.

“She’s ill” Somebody shouted. “Put her on the throne! Call the doctor, now!”

Blackwood springed to his feet, holding his cloak.

“What happened?” Tobul grabbed one of the guards by the shoulder.

“We don’t know, sir” The guard replied frightenedly. “Her Majesty looked perfectly well when she entered the abbey, but she must have collapsed inside!”

“Enough” Blackwood pulled Tobul by his sleeve. “Tell everyone to get the heck out”.

Was it a steely note in Thil’s voice, or his own decision, but general Toerope ordered everyone out of the room. In a last second, Blackwood caught Urist’s secretary by his hood. “Wait here” he said to the courtier. “Were you in there with Her Majesty when it happened?”

“Yes!” The secretary replied, shivering like a madman.

“Did you tell anyone what had happened there?”

“No, I did not!” The secretary mumbled nervously. Blackwood casually put his hand on secretary’s shoulder, stretching his lips disgruntledly.

“Now, you tell me”.

“She” The secretary swallowed nervously, looking at the tall page. “She broke Tumam’s cup with her hammer”

“Well then” Blackwood murmured softly. With a swift move, he drove his dagger right through secretary’s chest. With a quiet moan the courtier fell on the floor.

“What are ye doing, treehugger?!” Tobul yelled, reaching for his sword. The elf raised his hand. “We gotta keep everything under secret” He replied, carefully positioning unconscious dwarf on the carpet. “Do not worry, in an hour he will be okay, but won’t remember anything”.

With a sigh, general Toerope sheathed his blade, as Blackwood dipped his finger into secretary’s wound and started drawing bloody figures on his face.

“I’m done here” He announced after a minute. Tobul glanced at the queen, who was laying on the throne unmovingly. “Is there anything we can do?” He asked, looking around.

“I do not know” Blackwood’s masked face turned to the general. The page, who was much taller than Tobul, rose to his legs and started trashing about the room.

“I think I have an idea” He muttered finally. “Go find”

“Oh no” Toerope stammered. “Are you sure?”

“I like this idea neither” Blackwood shrugged. “But it might be our only option”.

“Maybe you can” Tobul sighed and waved his hand. “Oh fine. We’re already neck deep in shit”.

The general proceeded deeper into the palace in search of the so much needed “lady”. Blackwood looked at the queen. She was looking at him, smiling weakly. He approached her, bending to whisper one single word in her ear.

“Why?”

“We will rule this kingdom forever” She murmured quietly. “Forever together! Forever young”

Blackwood did not say anything.

"Nice job, Mr. Tomato Soup Lover" Her voice announced from the doors, soaking with irony. "Now you managed to get yourself a dashing bride. Even if she is to turn into a werecreature, you're still a cute couple. I might even write a play about that".

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 15, 2015, 04:41:09 pm**

Excellent work, although for the sake of nitpicking, I... can't imagine the Archivist ever referring to someone as a "tomato soup lover" (assuming that's her at the end, lol). She's usually more subtle when expressing contempt. She'd definitely subtly insult him in some manner, though. Lol. She's none too fond of vampires.

Also...

Spoiler: Mr Frog is Immature: an Ongoing Saga (click to show/hide)

Quote

waving around his swagger-stick in an aggressive manner

Quote

swagger-stick

Quote

waving around

Quote

aggressive manner



That was an unfortunate choice of words.

If you wanted to go a particularly-nasty route, you could have Queen Urist actually having been taking advantage of Blackie from the start in order to obtain immortality.

Initial doodles of Blackwood have begun; expect a proper character sketch fairly-shortly.

[Quote from: melkor on September 15, 2015, 02:58:04 pm](#)
il sign up for a turn

Sure, but I'll be expecting far better spelling and grammar in your updates.

E: BTW, ImagoDeo has contacted me and he'll be able to begin his turn on Thursday (although I should note that I expect him to proceed with all possible haste once he's able to).

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard on September 15, 2015, 11:50:36 pm**

@Mr Frog

~~Wait, does she love tomato soup literally, or else?~~ Nevermind. I figured out, if she loves torturing her test subjects, she might as well enjoy making fun of Blackie no matter how rude or inappropriate her jokes are.

I have a perfect idea for art now.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog on September 15, 2015, 11:56:10 pm**

[Quote from: Monitor Lisard on September 15, 2015, 11:50:36 pm](#)

@Mr Frog

Wait, does she love tomato soup literally, or else?

I have a perfect idea for art now.

I was referring to the following passage, in which I assumed it was the Royal Archivist speaking (since it wasn't clearly specified who the "Lady" was, and I am a massive egotist so I naturally assumed it was one of my own characters ^_^);:

Quote
"Nice job, Mr. Tomato Soup Lover" Her voice announced from the doors, soaking with irony. "Now you managed to get yourself a dashing bride. Even if she is to turn into a werecreature, you're still a cute couple. I might even write a play about that".

As a digression, I don't think she really likes food very much. I'm pretty sure necros don't need to eat, so I'd imagine she'd get sick if she tried.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard on September 16, 2015, 12:37:10 am**

[Quote from: Mr Frog on September 15, 2015, 11:56:10 pm](#)

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I was referring to the following passage, in which I assumed it was the Royal Archivist speaking (since it wasn't clearly specified who the "Lady" was, and I am a massive egotist so I naturally assumed it was one of my own characters ^_^);:

It's fine, I just managed to misread everything. And yeah, by "lady" I meant the archivist...

I thought they were still able to eat for social reasons. Imagine her constantly telling everyone she's on a diet.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog on September 16, 2015, 12:48:09 am**

[Quote from: Monitor Lisard on September 16, 2015, 12:37:10 am](#)

[Quote from: Mr Frog on September 15, 2015, 11:56:10 pm](#)
[Quote from: Monitor Lisard on September 15, 2015, 11:50:36 pm](#)
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I was referring to the following passage, in which I assumed it was the Royal Archivist speaking (since it wasn't clearly specified who the "Lady" was, and I am a massive egotist so I naturally assumed it was one of my own characters ^_^);:

It's fine, I just managed to misread everything. And yeah, by "lady" I meant the archivist...

I believe some of them are able to eat for social reasons.

I guess they can just switch between feeding off whatever evil pixie-fart bullshit usually keeps them running and normal human food at will. Or something. Although I do like the idea of them being unable to tolerate mortal food as a legit (if silly) weakness.

BTW please do draw something amusing involving the Archivist and tomato soup. It'd be funny. I'll just be sitting here trying to think of some way to organically work a maleficent sofa into the setting as per TheBiggerFish's orders.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard on September 16, 2015, 01:03:32 am**

[Quote from: Mr Frog on September 16, 2015, 12:48:09 am](#)

I'll just be sitting here trying to think of some way to organically work a maleficent sofa into the setting as per TheBiggerFish's orders.

"Draw me like one of your dwarven girls".

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Lolfail0009 on September 16, 2015, 01:12:46 am**

[Quote from: Monitor Lisard on September 16, 2015, 01:03:32 am](#)

[Quote from: Mr Frog on September 16, 2015, 12:48:09 am](#)
I'll just be sitting here trying to think of some way to organically work a maleficent sofa into the setting as per TheBiggerFish's orders.

"Draw me like one of your dwarven girls".

I'm working on it, actually '^^

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Lolfail0009** on **September 16, 2015, 09:58:54 am**

Well, after leaving my entire main sketchbook at Mum's place when going to Dad's, plus a rather chaotic day, I didn't manage to get little more than a ((redone)) sketch done of Miss Archivist on her sofa. I will fix it up properly in the next couple of days '^^

~~Probably gave her more human or elvish proportions than dwarven, but I can fix that later '^^~~
Spoiler (click to show/hide)

Before I started, I was going for a suspiciously satisfied look, but then decided to make her mirror my own emotions

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **September 16, 2015, 11:01:41 am**

Aww, the picture won't show up for me. :(

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **September 16, 2015, 01:54:24 pm**

You asked for this.

Spoiler: Yay for tomato soup! (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Chibi_1.png.html)

"Oh no, it's tomato soup! My only weakness!"

Drawing chibies for the first time... Well, you see the results.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 16, 2015, 04:12:51 pm**

Quote from: Monitor Lisard on September 16, 2015, 01:54:24 pm

You asked for this.
- snip -

Aww! It's so cute! I love it! Especially the lady on the left.

Also... yeah, Lolf's image is borked :V In lieu of evidence to the contrary, I'm gonna assume it's amazifying. Good job!

E: Also I know it's a bit lame how obsessed I am with the view count but holy CRAP you guys. 10,100 and counting. Thanks everybody!

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Technought** on **September 16, 2015, 07:28:18 pm**

Posting to watch

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Lolfail0009** on **September 16, 2015, 08:29:47 pm**

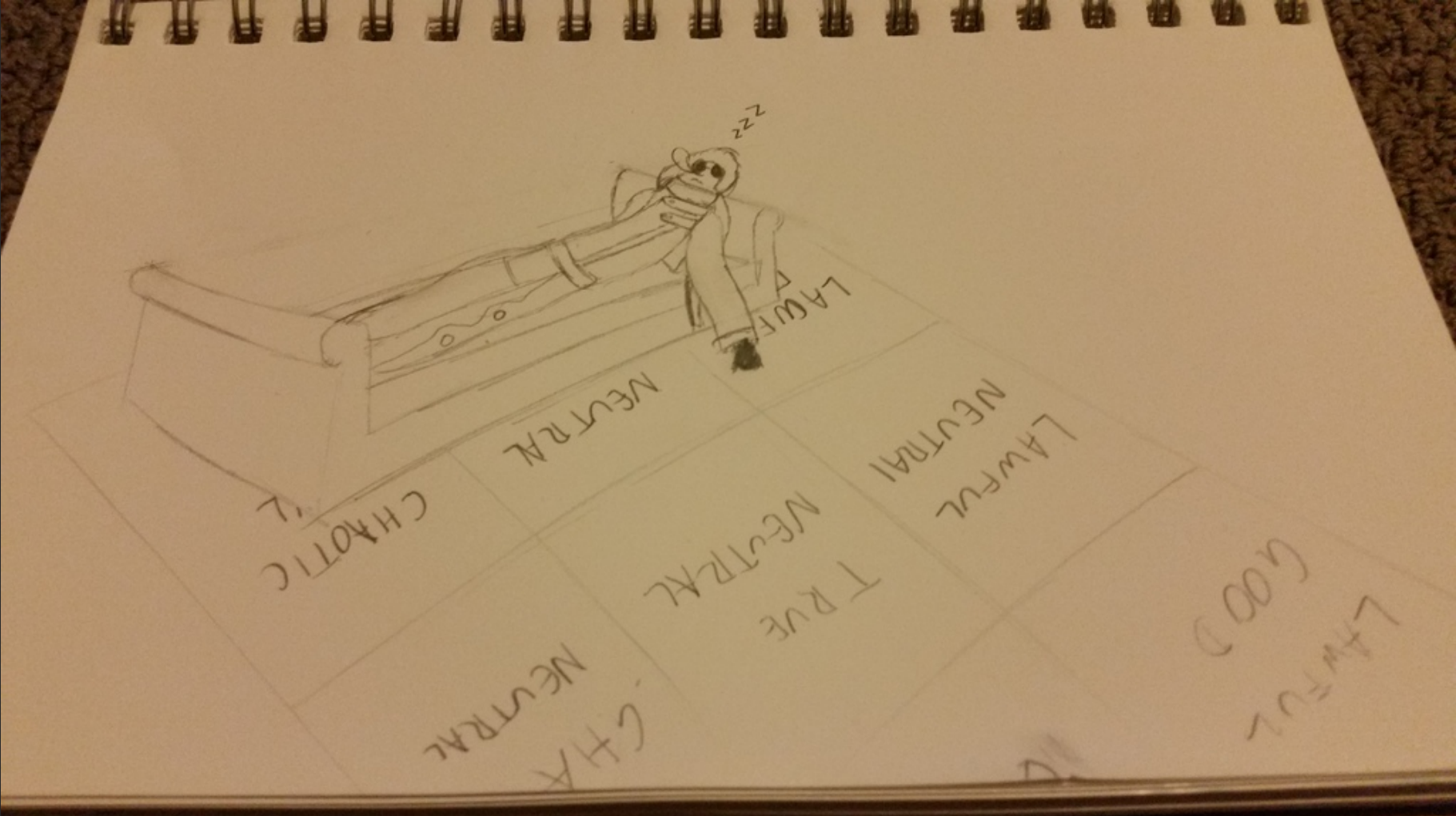
Quote from: Monitor Lisard on September 16, 2015, 11:01:41 am

Aww, the picture won't show up for me. :(

Quote from: Mr Frog on September 16, 2015, 04:12:51 pm

Also... yeah, Lolf's image is borked :V In lieu of evidence to the contrary, I'm gonna assume it's amazifying. Good job!

Huzzah, I moved it from Dropbox to Photobucket so it should work here:
Spoiler (click to show/hide)



Behold! Evidence to the contrary!

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 16, 2015, 08:50:30 pm**

It's the dreaded Slendarchivist, one of the Archivist's many long-forgotten experiments. This fell being is known to silently stalk people who stray into the woods at night, quietly following them everywhere they go, closer and closer, watching and waiting, until finally, one day, they wake up... and it's staring through the window, its ashen face dyed red... and...

Spoiler: AND... AND... (click to show/hide)

ALL THEIR TOMATO SOUP IS GONE!!!

And then a skeleton pops out.



In all seriousness, maybe making the couch a bit deeper would let you make her body a bit wider/shorter and her head less tiny.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **September 16, 2015, 10:56:30 pm**

I actually wanted to add The Couch to my picture, right behind the Archivist. Also, that red-haired lady was my rendition of the Vampire Queen. Tomato vampire queen.

This is probably happening in the universe where vampires feed on tomatoes, and Goblin Claus exists.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Lolfail0009** on **September 17, 2015, 12:06:39 am**

Quote from: Mr Frog on September 16, 2015, 08:50:30 pm

In all seriousness, maybe making the couch a bit deeper would let you make her body a bit wider/shorter and her head less tiny.

I will keep that in mind when I get a hold of my proper drawing supplies :3~<
Could even actually bring it to proper linework rather than just the sketch

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **September 17, 2015, 02:20:03 am**

Quote from: Lolfail0009 on September 17, 2015, 12:06:39 am

Quote from: Mr Frog on September 16, 2015, 08:50:30 pm

In all seriousness, maybe making the couch a bit deeper would let you make her body a bit wider/shorter and her head less tiny.

I will keep that in mind when I get a hold of my proper drawing supplies :3~<
Could even actually bring it to proper linework rather than just the sketch

Heh, I wasn't ready for her just sleeping casually on a sofa. Keep up the good work!

I'm actually drawing this very plot right now... And it features traces of mild NSFW. Very mild, but I'm still asking Mr Frog if it is acceptable here, even in ironic sense.

Also, I kind of fucked it up by reinforcing my linework with a usual pen. Now the Archivist looks like a bobblehead, and I can't do anything with it... Without using the computer.

If I set the right angle with my camera, though...

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Dumbestdorf** on **September 17, 2015, 01:54:21 pm**

Posting to watch.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 17, 2015, 04:52:59 pm**

Quote from: Monitor Lisard on September 17, 2015, 02:20:03 am

Quote from: Lolfail0009 on September 17, 2015, 12:06:39 am

Quote from: Mr Frog on September 16, 2015, 08:50:30 pm

In all seriousness, maybe making the couch a bit deeper would let you make her body a bit wider/shorter and her head less tiny.

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Also, I kind of fucked it up by reinforcing my linework with a usual pen. Now the Archivist looks like a bobblehead, and I can't do anything with it... Without using the computer.

If I set the right angle with my camera, though...

As far as NSFW stuff goes... as long as it's tasteful I'm personally okay with it, but I'm pretty sure Toady's pretty strict about sexual content on this forum (unless that changed when I wasn't looking, lol), so I'm going to err on the safe side and say no, don't post.

Blackwood drawing is 95% done, but I'm pretty busy today so I won't be able to finish it until later tonight.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **ImagoDeo** on **September 17, 2015, 10:45:16 pm**

I'm about to download the save and fire it up. Won't be able to play tonight, seeing as I've gotta be up at my normal time tomorrow, but I'll post a preliminary OOC update on the general status of all the things tomorrow evening.

PREPARE FOR THE REIGN OF TANKARD.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 18, 2015, 12:49:49 am**

Quote from: ImagoDeo on September 17, 2015, 10:45:16 pm

I'm about to download the save and fire it up. Won't be able to play tonight, seeing as I've gotta be up at my normal time tomorrow, but I'll post a preliminary OOC update on the general status of all the things tomorrow evening.

PREPARE FOR THE REIGN OF TANKARD.

Groovalicious. Dis gon' be good.

And honestly as far as OOC updates go, the more the better. It lets everyone get involved with your playthrough and make commentary and stuff.

Got distracted by Mario Maker, so no Blackie drawing for now. Sorry!

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **September 18, 2015, 01:35:57 am**

@Mr Frog

Welp, I think it would be fine if I posted a link here, so if anyone's interested...

I have one thing in common with Blackie - we both can't draw for shit.

Spoiler: I dunno what to call this piece. (click to show/hide)
http://rs1185.pbsrc.com/albums/z344/Georgethegunner/RnEGD0m1nqA.jpg?w=480&h=480&fit=clip

In any case, it's me that will be gettin' screwed by the mods, lol.

Also, next time I'm writing something closer-related to Clobbermountains. Something featuring His Excellence.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Lolfail0009** on **September 18, 2015, 01:54:40 am**

That's a pretty darn good piece, ML

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **mikethete** on **September 18, 2015, 01:25:27 pm**

Wait, why have we not made an incinerator to dispose of ~~undesirables~~-corpses?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 18, 2015, 06:16:59 pm**

Quote from: mikethete on September 18, 2015, 01:25:27 pm

Wait, why have we not made an incinerator to dispose of ~~undesirables~~-corpses?

Because we have an open volcano to pitch things in. People and animals included.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **ImagoDeo** on **September 19, 2015, 12:46:38 am**

Wrapping my head around this is rather difficult. I'll try to organize everything and make my preliminary update tomorrow. It'll be in-character.

For now, it seems we've got random goblins and ogres in random cages; we have blood all over the main entrance; we have massive stockpiles everywhere with all kinds of random junk in them; we have dozens of dwarves with skills completely un-optimized; and we have constant assaults from banshees and spawn and goblins. Most of the organizing will be second-nature to me and I'll just have to sort out all of the various routes and zones and burrows and task designations manually. Handling the military will be more difficult. Defending against sieges may be impossible if I can't sort out entrances and security points and such. Reviewing past updates won't be that helpful since a lot of this wasn't documented in screenshots.

I'm going to be thorough with screenshots. Can't abide it when people don't show what's going on. I might try for some kind of major project - no guarantees or details until the time comes.

As for the whole 'Tankard' thing - that's my dorf's name. I'll be selecting him based on prefs and personality and such from among available dwarves. I hope you're all looking forward to this - I finally caught a big space of time to cool off for a weekend from all the homework.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 19, 2015, 02:00:49 am**

Quote from: ImagoDeo on September 19, 2015, 12:46:38 am

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For now, it seems we've got random goblins and ogres in random cages; we have blood all over the main entrance; we have massive stockpiles everywhere with all kinds of random junk in them; we have dozens of dwarves with skills completely un-optimized; and we have constant assaults from banshees and spawn and goblins. Most of the organizing will be second-nature to me and I'll just have to sort out all of the various routes and zones and burrows and task designations manually. Handling the military will be more difficult. Defending against sieges may be impossible if I can't sort out entrances and security points and such. Reviewing past updates won't be that helpful since a lot of this wasn't documented in screenshots.

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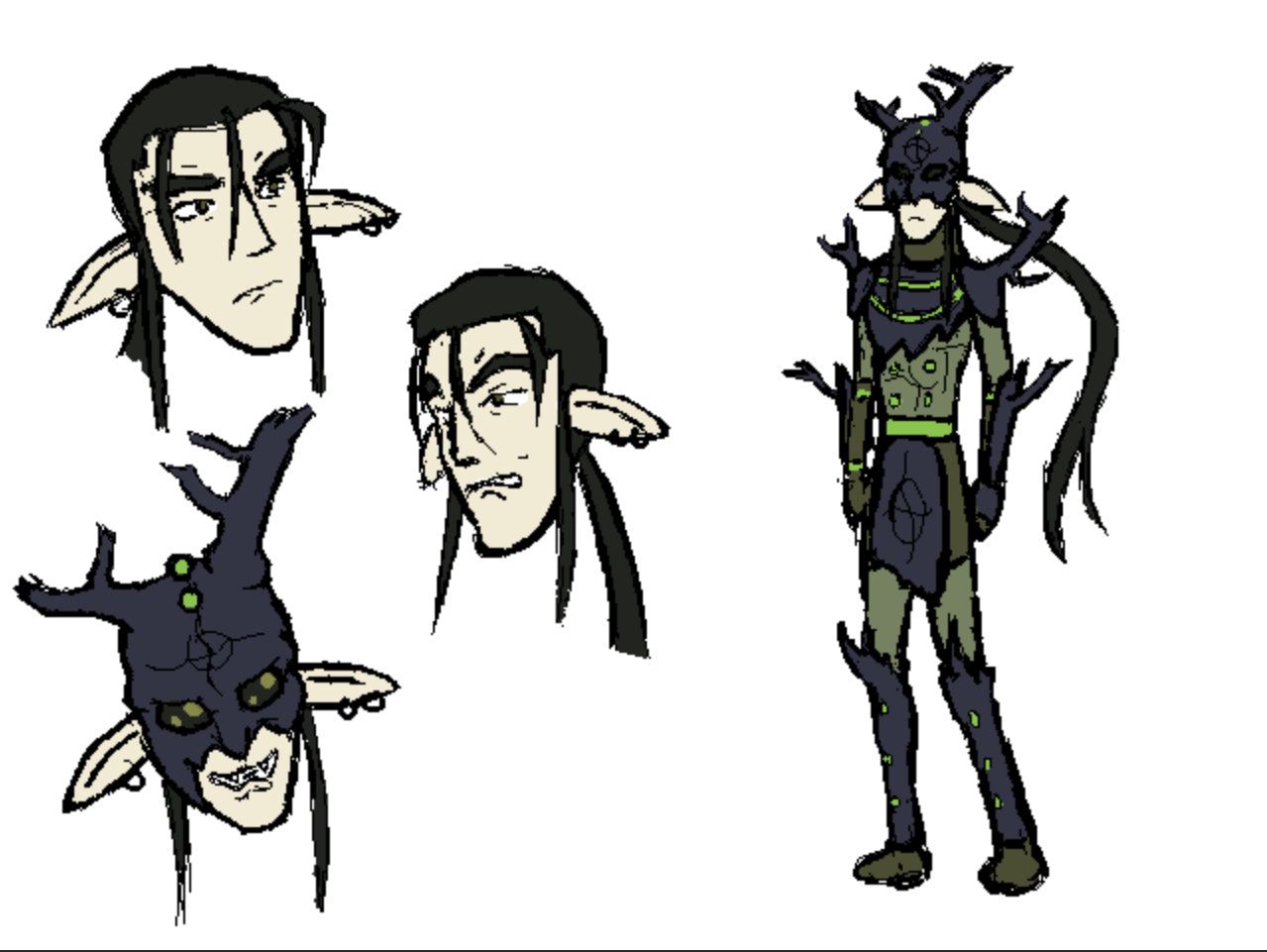
We'll have to make suitable upgrades to our arena now that we're the new seat of absolute power and righteous justice in the Lash. I'm sure His Gaudiness is missing his precious, precious Pit.

Also, make sure to dorf Lolfail and Melkor if that hasn't happened yet.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 19, 2015, 02:13:52 am**

Also, I have a present for @**Monitor_Lisard**:

Spoiler (click to show/hide)



Reaaaaally don't like how the full-body sketch turned out, and I didn't have much to go on re: his face except "handsome", and I'm not good at handsome, lol. Also, by the time Mon drew him from the front I'd already grown attached to the design I'm using here, lol.

I still think the armor's a bit silly, but it was really fun to draw and also something a bit outside what I normally draw, so that's good.

E: Here's the description on my DeviantArt in case Mon wants to add/change something:

Quote

"The Slinking Shadow, Blackwood (sketch)"

A character from Clobbermountains, an LP/RP I'm hosting on the Bay 12 forums. This one's not actually my character, but their owner's written a buttload of stuff for the thread so I decided to draw their primary character for them. He's a mysterious elf vampire with mysterious motives, mysterious powers, and a mysterious past, employed for mysterious ends by His Excellence (no relation to His Gaudiness). How mysterious!

Let this be a lesson to y'all: if you write us lots of stories, you *just might get free art*. Of dubious quality. But free!

E2: Okay, DeviantArt is not cooperating with me and keeps submitting my art to my "sta.ash" (whatever the holy fuck that is) instead of my actual gallery. Don't feel like putting too much effort into fixing that right now, so if the image doesn't display it probably has something to do with that.

E3: Fixed it.

E4: Also, while I'm tangentially on the subject, quick word of advice to Monitor_Lisard regarding their next story piece: since this is (I

think?) going to be His Excellence's first appearance, make sure to put lots and lots of thought into everything, even mundane stuff! This is basically worldbuilding we're doing here and every bit of research you do and every detail about the characters and setting that you work out in your head will show through in the finished product and give it life.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **September 19, 2015, 03:31:40 am**

@Mr Frog

Ohboyohboyohboy it looks AWESOME! I love the armor you gave him, I just couldn't imagine anything looking wooden enough.

About the description: well, his motives and powers may seem mysterious to the dwarves of 200, although he is simply a rogue druid surviving as he can.

Also, don't you mind if I ~~incorporate~~ totally use your design with some slight adjustments in my pictures? You came up with something brilliant I could not think of. I gotta spend a bit more time refining my stuff before posting as well.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 19, 2015, 02:37:02 pm**

Quote from: Monitor Lisard on September 19, 2015, 03:31:40 am

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I just went the whole "let's-make-him-look-like-a-giant-creepy-tree-because-EVIL-ELF" route on the armor :V Ironical thing is, my design's even more impractical and showy than yours when I was the one crying over HURRR BUT MUH SNEAKING PENALTY MUH TOO CONSPICUOUS. Lol.

Also I'd be immensely flattered if you used my design :-[He's your dude in the end so, really, do what you like. Ahaha.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Monitor Lisard** on **September 19, 2015, 03:21:14 pm**

Quote from: Mr Frog on September 19, 2015, 02:37:02 pm

Quote from: Monitor Lisard on September 19, 2015, 03:31:40 am

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My design basically looked like a huge heap of metal scrap painted black to resemble a stereotypical edgy evil-champion suit or something. He's not a full-time ninja, lol.

Also, I think it's time for me to draw something more relevant... Can you elaborate on banshees, please? I was also thinking of adding them to "Dokem's Story", so some info about them would be nice.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 19, 2015, 04:01:55 pm**

I honestly imagined something between a hagraven and a psychotic tree-hugger in appearance.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 19, 2015, 05:10:22 pm**

Quote from: Monitor Lisard on September 19, 2015, 03:21:14 pm

Quote from: Mr Frog on September 19, 2015, 02:37:02 pm

Quote from: Monitor Lisard on September 19, 2015, 03:31:40 am

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Also, I think it's time for me to draw something more relevant... Can you elaborate on banshees, please? I was also thinking of adding them to "Dokem's Story", so some info about them would be nice.

Haven't put too much thought into banshees yet, unfortunately... hm.

They have an inborn, intuitive connection to arcane forces which is interwoven into the very fiber of their being, which is what powers their scream, and also gives them ESP, although they can't actually see the future -- despite this, gifted banshee seers can glean such detailed information about the *present* that guessing the immediate future becomes child's play. They aren't a particularly-scientific culture, however, and much of their innate gifts are veiled in ritual and superstition.

They *do* have gender, although they lack secondary sexual dimorphism and appear to be all-female to other species, with wide hips and narrow shoulders, high voices, and developed breasts. Banshees themselves have little concept of gender or gender roles and their languages almost never have gendered words or pronouns; in fact, they generally find other species' sexual dimorphism to be extremely-bizarre, disgusting even. They *generally* resemble thin, gaunt human women with greyish, ashen skin, red eyes, and greenish hair. Banshee society is fairly-primitive technologically, although they do have knowledge of basic smelting methods and papermaking, and they primarily value vengeance and repaying one's debts above all else. In banshee culture, all favours are to be repaid in equal measure promptly, and by a similar token any slights are to be returned with equal fury -- according to their law, someone who commits a crime is absolved of wrongdoing if the victim had done something similar to them in the past that had not previously been taken vengeance for. I

imagine most banshees carry a little black ledger recording every little nasty thing that's been done to them so they can get even, lol.
Ditto for leadership figures, although the slights recorded are on a greater political level. All of this obviously means that they tend not to get on well with other civs, which is exacerbated by a general distrust of outsiders and the fact that there are a lot of nasty superstitions surrounding them within other races owing to their brutal culture, eerie appearance, and connection to dark forces -- "witch" is frequently used as a slur.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **September 20, 2015, 03:03:12 pm**

Not to randomly derail from worldbuilding, but...
Clobbermountains -- Mind the clouds
for new thread title 20/21 September
(Credit to Lolfail0009 for actually coming up with the phrase.)

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 20, 2015, 03:04:05 pm**

The *Cloud*. Singular. And capitalized. Important distinction there.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **September 20, 2015, 03:08:01 pm**

Quote from: Splint on September 20, 2015, 03:04:05 pm
The *Cloud*. Singular. And capitalized. Important distinction there.
There's more than one...Oh whatever. Compromise.
Clobbermountains -- Mind the *Clouds*.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 20, 2015, 03:13:44 pm**

Quote from: TheBiggerFish on September 20, 2015, 03:08:01 pm
Quote from: Splint on September 20, 2015, 03:04:05 pm
The *Cloud*. Singular. And capitalized. Important distinction there.
There's more than one...Oh whatever. Compromise.
Clobbermountains -- Mind the *Clouds*.

It's still plural you sonofabitch!

That's where I'd break a bottle and cut ya with it, but we don't have any bottles. Would a bludgeoning with a mug be a suitable substitute for a bottle stabbing?

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Lolfail0009** on **September 20, 2015, 03:44:35 pm**

Quote from: Splint on September 20, 2015, 03:13:44 pm
Quote from: TheBiggerFish on September 20, 2015, 03:08:01 pm
Quote from: Splint on September 20, 2015, 03:04:05 pm
The *Cloud*. Singular. And capitalized. Important distinction there.
There's more than one...Oh whatever. Compromise.
Clobbermountains -- Mind the *Clouds*.

It's still plural you sonofabitch!

That's where I'd break a bottle and cut ya with it, but we don't have any bottles. Would a bludgeoning with a mug be a suitable substitute for a bottle stabbing?

Only if you want to train your hanmer skill over your sword skill

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 20, 2015, 04:41:43 pm**

I'll probably change it to "Mind The Clouds!" because it seems funnier to me for some reason, and because the level of canine massacre in recent weeks has been disappointing. Also Splint pls calm down.

@ImagoDeo: How's the prologue coming? Don't make me pester you repeatedly.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 20, 2015, 04:44:34 pm**

I'm obviously kidding around, duh.

Everyone know you use puppies tied to sticks to properly attain retribution for tiny slights.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 20, 2015, 10:11:06 pm**

Hey guys, remember that thing I said I'd draw?



I draw'd it. Jeff snoozing on the job.

Kinda meh-worthy, didn't even bother with shading or touching up the color in places, and I had a better version, but my power supply's cable came loose somehow and lost it. Me, being the genius I am, forgot to save it. Still, a little proud of it since I actually finished it and it only took 20-ish minutes. been trying to get out of my little art block.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 20, 2015, 10:40:53 pm**

Quote from: Splint on September 20, 2015, 10:11:06 pm
Hey guys, remember that thing I said I'd draw?

[snip]

I draw'd it. Jeff snoozing on the job.

Kinda meh-worthy, didn't even bother with shading or touching up the color in places, and I had a better version, but my power supply's cable came loose somehow and lost it. Me, being the genius I am, forgot to save it. Still, a little proud of it since I actually finished it and it only took 20-ish minutes. been trying to get out of my little art block.

Oh my, that's really good! You've improved a lot since the last drawing I've seen from you, lol. There's a sense of anatomy and the linework is much cleaner and gels better with the overall atmosphere. I think you should shade it if that's still an option at this point.

Also, just an addendum to the banshee trawl I posted a bit ago: they definitely aren't the whole "noble savage" archetype (not that anyone said they were, but). Yes, they have a certain ethical code, but it's not exactly rigorously-upheld and are not really arbitrated in any way except in dire circumstances, leading to frequent instances of banshees not bothering to make their vengeance strictly proportionate or generally be fair and even; in practice, "any slights are to be returned with equal fury" tends to translate to "You broke my vase? Well, I'm gonna kill your firstborn child, because I REALLY, REALLY LIKED THAT FUCKING VASE!"

In any case, @ImagoDeo has until midnight tomorrow to post something substantial or he's getting skipped.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **TheBiggerFish** on **September 21, 2015, 02:29:44 pm**

@Splint:
Nah, that'd waste sticks. ;P
Just fill the room with ten or so puppies. That is revenge.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 22, 2015, 05:50:30 pm**

ImagoDeo has been skipped. A PM has been sent to Crashmaster.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Splint** on **September 22, 2015, 06:05:35 pm**

Well that sucks. Now I'm starting to feel bad about bowing out.

Title: **Re: (34.11 Succession) Clobbermountains -- We ♥ Puppies!**
Post by: **Mr Frog** on **September 22, 2015, 09:36:59 pm**

Quote from: Splint on September 22, 2015, 06:05:35 pm
Well that sucks. Now I'm starting to feel bad about bowing out.
Well, if you want me to pop you back into the turn list I could just go ahead and stick you before Taupe. Or we could have you pick up where you left off if Crashmaster doesn't show up.

In any case, we've now definitely hit that special time in every succession fort's run where we start hitting people who signed up on impulse early on because *ooh new succession fort shiny* and don't actually have the energy/enthusiasm/etc. to sit through a turn, so I'd recommend y'all get comfy, 'cuz we'll probably be in for a s l o w ride the next couple game years. *remembers the Spearbreakers Curse and shudders*

If I ever do a succession fort after this, I'll probably only allow a maximum of 3 turns to be reserved in advance, at least until the first few years are done. That should prevent this from happening again.

E: Changed the thread title as per Lolf and Fish's suggestion.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Splint** on **September 22, 2015, 09:52:04 pm**

In the meantime, if Crashmaster doesn't take up the mantle, then I'll try to finish out my turn.

I've also sent you and some others something via PM Mr Frog. Some input'd be appreciated.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **September 22, 2015, 10:03:41 pm**

Quote from: Splint on September 22, 2015, 09:52:04 pm
In the meantime, if Crashmaster doesn't take up the mantle, then I'll try to finish out my turn.
I've also sent you and some others something via PM Mr Frog. Some input'd be appreciated.

I got it, I got it. I'm just not feeling very input-y right now, lol.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **September 23, 2015, 09:41:19 pm**

Just gonna pop in and say that I've been PM'd by Crash and he's got the save. Apparently he'll commence the playthrough tomorrow. Hopefully.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **September 24, 2015, 11:19:39 pm**

Just gonna pop in again and remind Crash to **please keep us updated and stay in touch**. To restate what's in the OP, if we don't hear anything from you for a couple days *I will assume you abandoned us and skip you to keep things moving*.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Crashmaster** on **September 25, 2015, 02:00:10 am**

Clobbermountains; 13 Felsite

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-first_zpsihnqt5hi.png.html)

"Oh hey there, ah Flint is it?"

"Splint."

"Ah, no, that's Dastot Kedcatten you want but I don't know where the hospital is, knock on stone."

"No I'm here to complain."

"Oh, ok, yeah can we do that later?"

"No."

"Well how could I even help YOU?"

"Listen, this place looks and feels like a complete fucking disaster area."

"The King's arrival has sure been a real pain eh? So far? Not likey to get any better for us again huh?"

" "

"A king-sized problem for us, yup, haha."

" "

"Flinty-baby, that scowl looks adaman-tight on you!"

"IT'S SPLINT, you fool. What are you even doing here?"

"Ah, Oh, so sorry to hear. That's Dastot Kedcatten you want. I'm putting up this gold statue by His Gaudiness' bed and consoling you about your complaint. Frankly I don't even know if we have a hospital."

"WHAT? NO! What are the orders for the fort? The king is here! We need everything done.GET OFF YOUR ASS!"

"Whoah hey easy know, I just mandated some more traction benches the other-"

"Not that. You're supposed to be in charge. You havn't done anything for more then two months."

"I don't want to elf things up. Now the king's here."

"STOW THAT DIRT SEARGENT GORGETEMPTS! YOU WILL GET YOUR ASS IN MECHANISM AND DIRECT THIS FORTRESS OR I WILL DROP YOU SO HARD THAT THE FLOOR JAMS YOUR SKULL THOURGH YOUR BRAIN!"

sigh

"I wish she was still here."

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-last_zpsenbfdvbq.png.html)

"Splint would 'a known what to do. We're besieged, there's civilians outside, the military is scattered, few reporting to station in the trade depot. There's a lone speardwarf, Besmar, heading off one wing of a large force of banshees. Why are so many miners outside? We have to try and save the miners. Hold the gate. Buffalo squad and swordsdwarfs 01 are ordered to try support Besmar.

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-Besmar_zpsju6o6ib4.png.html)

Besmar falls his assailant receiving additional light wounds. The other wing of the banshee's force is still far off on the NW hill. Previous banshee invasions seemed handily routed but there was a lot coming for the few soldiers that have shown up. Wait who's that?

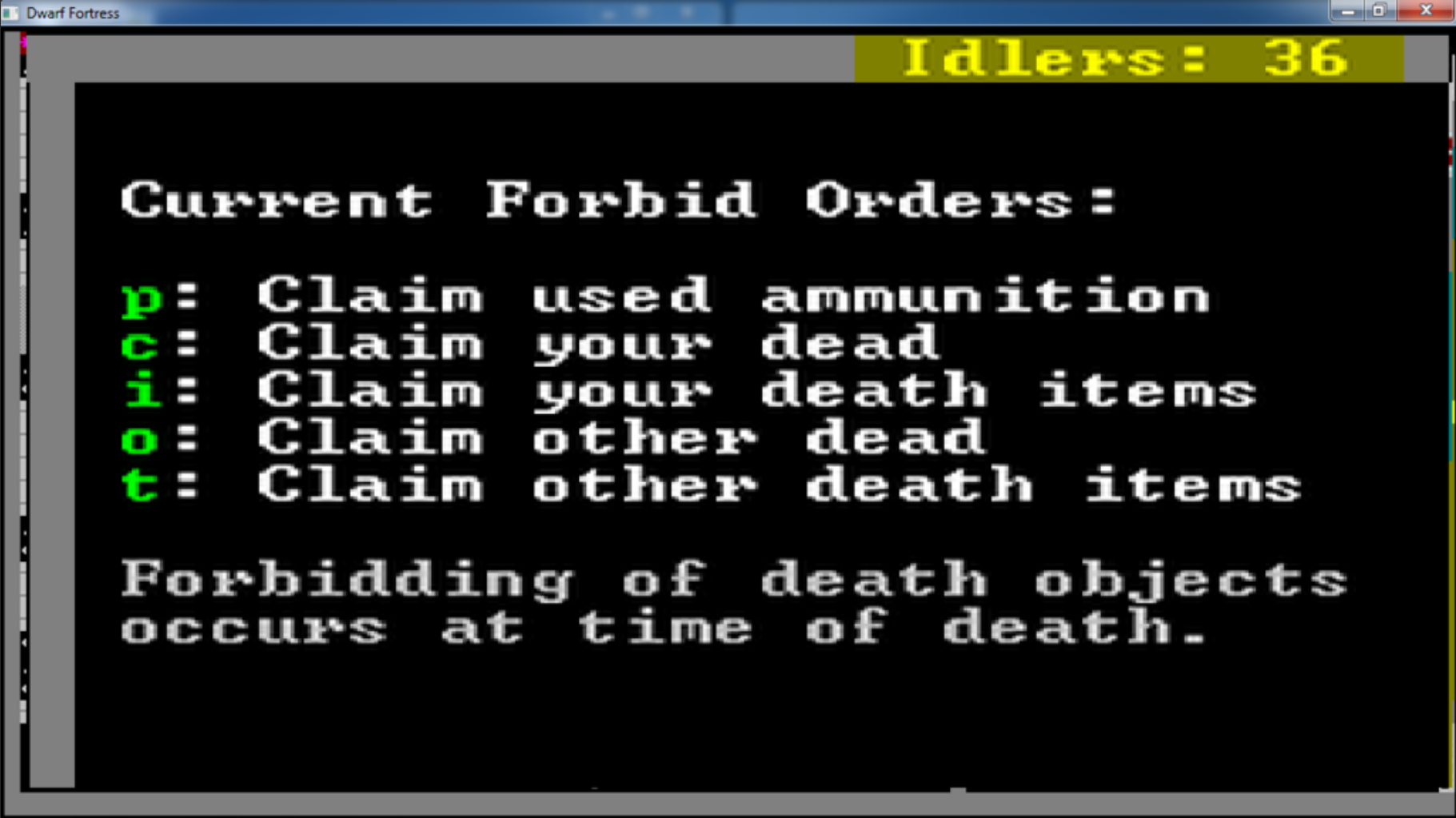
[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-wtf_zpsbzshk1ez.png.html)

What could possibly be the reason Mr.Frog is leading a charge of civilians out the front gate? Civilians were on a 'Topside restriction!' The alert level is raised to 'Emergency' in vain hope it will do any good. Answers were had but re-assuring they were indeed not.

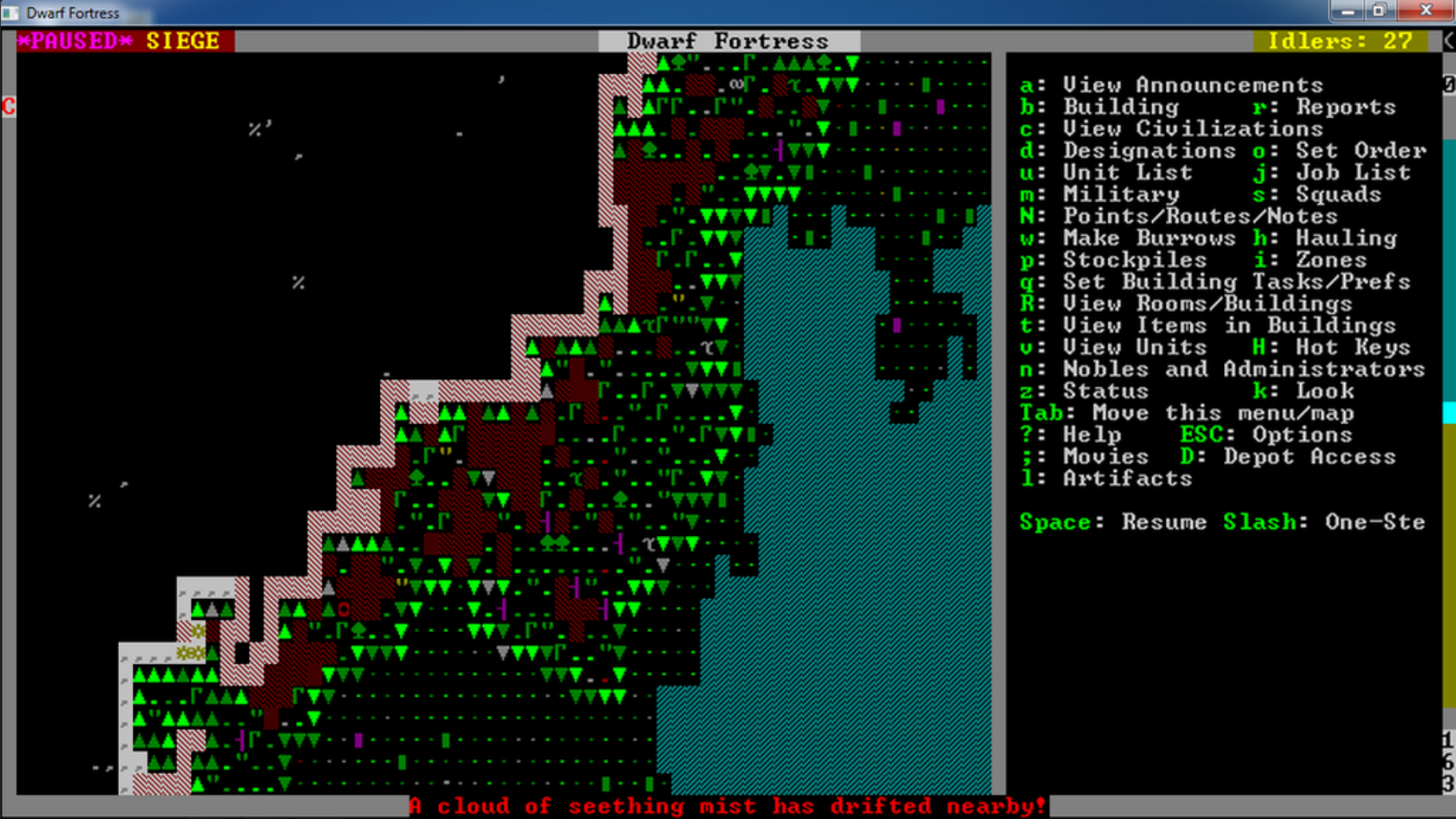
Spoiler (click to show/hide)
Seriously?



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-O-nos_zpsfedlxho.png.html)

The first banshee force hit the gate and confusion spread red. Fighting spread over enough levels nothing could be followed. Mr.Frog and the civilians fled heading west towards the second banshee force coming out of the NW hills. Things are staring to get out of hand. Our forces are not having the resounding success I expected. I think I'm in over my head.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-mist_zps0ydq6jm6.png.html)

DUN DUN DUN!

So, yeah, the fort's a bit, uh, un-optimized, hard to keep on schedule. Some things happened, some are still happening. I've only got a few days done but I took me some time as there was much trouble brewing from frame one plus the orientation, lever notes, never used vanilla acsii before. I should pick up a bit of speed - I hope. Looks like there will be some excitement for sure!

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Splint** on **September 25, 2015, 06:05:22 am**

Just an FYI, Splint's been dead foookooooor.... Ever at this point.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **piisskop** on **September 25, 2015, 10:38:04 am**

and yet new statues of him always pop up

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Crashmaster** on **September 26, 2015, 02:02:30 am**

The implication was that Crashmaster is speaking both roles in a Tyler-durdenesque-y yet failed madness to rally himself but was overcome by the depressing sanity of reality and thusly responsibility. Hopefully for the better.

Clobbermountains; here's your welcome basket-case

Taupe's cat Brembul Boltmoral gets really shot. I hope Taupe's day doesn't get any worse (ominous foreshadowing).

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-Bembul_zpsgnq9bzhd.png.html)

It was determined that Mr Frog and the other miners, Endok Bridgeball and Bim Helmsdefense, were trying to reach the new mining designations. The path through the fortress was blocked by a locked door. They ran into the second force of banshees and scattered fleeing back. Mikethethe is the only dwarf who to moved station up the hill to protect them.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-mikethethe%201_zpsmbvwtedo.png.html)

He is taunting the banshees, drawing their fire to aid the civilians' escape with just a cut on his head one second and then; flanked by some of the first force of banshees boiling up the hill the next he was shot at from both sides. Blocking many shots and stopping 5 bolts in his left arm he stood until one through the ribs puncturing his lungs, dooming him even if help ever arrives.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-mikethethe%20_zpsgnzeakxa.png.html)

The dwarf ranger mutant, Aban Regazmol, suffocates in his cage. Presumably one year since he turned if I heard right about the clouds. Ah right! The clouds, remember the clouds. They are climbing the hill, now just a couple levels below the depot entrance.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-climbing%20clouds%20_zpsakzkzm5i.png.html)

Taupe and Libash Rocksarmors are right at the vaporous edge of the cloud just south of the embattled depot entrance, very bad, we have to pull back but everyone's gone out of control. (*this is actually where I found out about the standing forbid orders*)

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-taupe_zpsdmxojgku.png.html)

Moving pillars? what the hell is -? Ogresses!? when? what, NO! The dwarves at the depot entrance are still fighting the remains of the first banshee force up and down the hill west of the depot gate and they are about to be flanked by the ogresses coming from the east. There is no-one left in the depot. Oh, and the area is about the be swept over by those horrifying clouds.

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-gate%201_zpssiimmhsc.png.html)

It was inevitable. Adil Veiledconstruct is the only one who could follow the order to retreat in time. The drawbridge is closed.

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-gate%20_zpsdo5pe4oq.png.html)

As soon as the fort is sealed anyone left outside is ordered to rally on top of the hill where Mikethethe was defending the main entrance gate and civilian miners. He has held the hilltop the last while without even the benefit of consciousness. I think the banshees ran out of ammo as they just started retreating north. Orders to open the main entrance gate are given in the hopes of saving the civilian miners.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-mikethethe%203_zpsqgwdqjww.png.html)

Libash Rocksarmors escaped ahead of the clouds coming up the hill, taupe was not as quick. Libash made it to the sealed depot entrance but so had the ogresses, then the clouds. Now Monom Lashadmire the Fancy is the sole known surviving military dwarf outside holding station at the main entrance gate on top of the hill as Endok Bridgeball heads to the meet zone inside. Mr Frog however, is hurrying to the entrance trailing the former Amost Gearedlabour, now miner-mutant, not far behind. The close gate order is immediately issued and Libash ordered to re-station inside.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-fancyhill%201_zpsvixtcnqs.png.html)

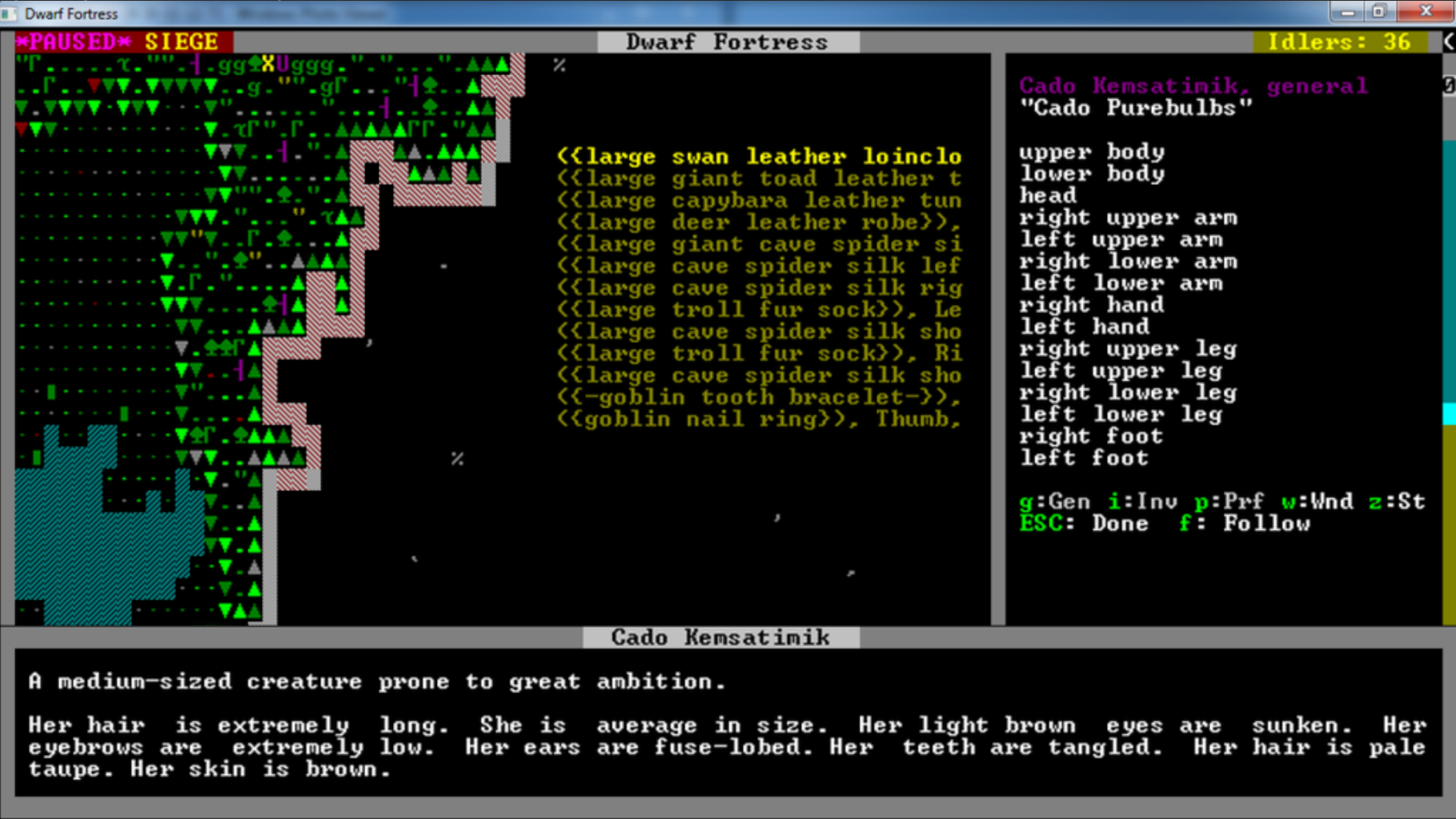
One success if nothing else. Mr Frog does not hesitate on his way to the meet zone and Monom the Fancy followed him just ahead of the closing drawbridge.

[Spoiler \(click to show/hide\)](#)

(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-fancyhill%202_zpsdpdxrhxz.png.html)

Bim Helmsdefense, miner, shot and collapsed from a broken left lower leg, is the last known surviving dwarf outside but distraction or not, there will be no rescue attempt. Oh hell, and most certainly not NOW!

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-purebulbs_zpsmltxgrnq.png.html)

At least we should have some traction benches ready. I better make sure there actually is a hospital.

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-next_zpsfgocz3nk.png.html)

Sooo, not so good. It's been a rough week for every one. We lost two miners including Bim whatshisbeard, six other useless dwarves, our military suffered significant losses and the surface is no longer safe. The population is going to take this hard.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-buffalo%20wings_zpsznburub.png.html)

I'm thinking waterfall.

Surviving named dwarves;

Gwolf2ki
Mr Frog
Crashmaster
Agrela
Dauros
Fervus
Jeff
Pisskop
Krolm
Krypta

That was fun. A bit sloppy but I figured I'd be starting with something more like building some beds then immediate action. Perhaps a fortress tour next as I familiarize myself with it. There will be a shuffle of jobs and military recruitment so an opportunity for re-dwarfing. Then hopefully get some months of work done without interruption. I am starting a deadly hallway (no trap spam here boss) and new depot area off what is labeled as the main entrance. It's the one not piled with heaps of corpses. A waterfall is next for planning in an attempt to get ahead of an expected plunge in overall morale and concurrent rise in brain-punching.

Wow, I was turned off a bit by the untagged dialogue at the beginning but *damn* these are good updates. I'm enjoying the carnage, lol. Also I'm thinking I definitely need to rebalance the banshees after this. They really weren't supposed to be this much of a direct threat. Hahaha.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Splint** on **September 26, 2015, 11:57:49 am**

Just as a heads up, I named the king's honor guards because I felt as his personal troops they deserved better than bland standard dwarf names.

And after this, you see why I felt I had so little hope for... Anything, basically?

But we do have a hospital! Pretty sure it's on the bottom in-use floor with some wells in it unless it spontaneously combusted somehow

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **September 26, 2015, 12:28:13 pm**

Quote from: Splint on September 26, 2015, 11:57:49 am
But we do have a hospital! Pretty sure it's on the bottom in-use floor with some wells in it unless it spontaneously combusted somehow

shhh don't tempt fate

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Crashmaster** on **September 26, 2015, 03:02:31 pm**

Yes, little hope, mildly overwhelmed but still un-pausing. The only barracks I'm finding are in the caverns layers, kinda explains the military response time and co-ordination. No hospital up top either the fortress feels strangely split with backwards priorities. Bin-less stockpiles, cluttered workshops and clothes all over. Even though dump-designated items are being tossed in the volcano I wonder if there is a quantum stockpile hiding somewhere with all the good stuff.

Today we'll see how out former friends and fellow dwarfs once of sworddwarf 01 squad fair against Ms. Purebulbs and her goblin army. They may yet serve us. Gonna pick through the roster of dwarves with high endurance for any good ones to draft into the military. Get the magma smelters cleared out and melting down goblinite. Continue with hematite prospecting and smelting. Then we'll see.

I shouldn't have tried to open with comedy. I though people might pick up on the negotiator, judge of intent, conversationalist, comedian, flatterer, consoler, pacifier bit as Crashmaster performed the mayoral duty of listening to unhappy dwarves' complaints.

p.s. I was wondering; Given Mr Frog explicitly forbade the use of danger rooms for training dwarves for obvious gaming reasons. What is your opinion on considering the use of another exploit <http://www.bay12forums.com/smf/index.php?topic=134512.0> (http://www.bay12forums.com/smf/index.php?topic=134512.0) on prisoners? I hadn't been planning it but it seems the current mutants' extra strength and size is less of an advantage then expected reducing their potential as a final solution. Unleashing mutant SUPER soldiers however would ensure victory but still be controllable in that they have a set expiry date. Also I let the female cave croc at the nest boxes :D

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **piisskop** on **September 26, 2015, 03:07:28 pm**

Unless its moved we should still have the topside barracks. Its below the main entrance if you trace that path, and directly above the main shaft.

oc, all the squads set to train ther might be decimated . . .

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Monitor Lisard** on **September 26, 2015, 04:33:48 pm**

Can I get another dorf? Please, designate one of the military dwarves as a "commissar". Bonus if they lead a squad of freshmen.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Taupe** on **September 26, 2015, 05:06:06 pm**

Noooo my dwarf... :-\

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Crashmaster** on **September 26, 2015, 10:58:57 pm**

Found it. Short update, spent most of my time on the military selection process.

Clobbermountains; 20th Felsite; first draft

Much time was spent selecting the skilled and hearty from the workforce. I found that there were many aged dwarves with military experience and a fighting build just rusting away in useless jobs. Dwarves from fish dissectors to legendary stonecrafters now take up arms. The king's old guard is split to lead and train the new military. His new guard consists of axedwarfs who didn't quite make the cut for now.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-new%20military_zpswyzkjbco.png.html)

Iron production and recycling is being prioritized inside while outside the mutated miner by the main entrance is handily killed by a goblin pikemaster.

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-amost_zpspqswiewu.png.html)

The three ex-military mutants down to the south entered a hectic melee with 5 times their number of goblins. They dished out a lot of wounds but were quickly beat taking few with them.

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-other%20mutants_zpssfpm0tvi.png.html)

Back on the top of the hill The hooman female's ranged goblins are shooting the unconscious Bim Helmsdefense when they suddenly without any opposition turn and retreat north.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-bim%20again_zpsjb3ozept.png.html)

The southern goblins flee south-er as well leaving only a mutant ogress and an armed mutant sworddwarf outside. The ogress got into and is smashing up the animal watch box above the depot entrance and the sworddwarf is currently chasing an unfortunate ocelot off to the east.

Id the kid is throwing a tantrum, Bim's getting thirsty and the ogress is scaring haulers through the hole as it turns to summer.

Quote from: Monitor Lisard on September 26, 2015, 04:33:48 pm

Can I get another dorf? Please, designate one of the military dwarves as a "commissar". Bonus if they lead a squad of freshmen.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-Commandant%20Lassard_zps2uhj82y0.png.html)

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Splint** on **September 26, 2015, 11:08:24 pm**

For some reason I am deeply disturbed by the names of the Monitor's cadets.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **September 27, 2015, 12:13:41 am**

Excellent pace with the updates! And I infer that the mutants no longer shy away from combat. EXCELLENT.

Also, please no training exploits. Particularly one that seems to be a straight-up bug from what I've seen. Lol.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Taupe** on **September 27, 2015, 12:20:54 am**

Well, at least we can skip the part where I became a crazy mutant, and focus on how I died fending off goblins...

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Monitor Lisard** on **September 27, 2015, 05:24:56 am**

Improved one of the pictures with Mr Frog's design.

Spoiler: [Yay for tomato soup ver.2](#) (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Chibi%20.png.html>)

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Crashmaster** on **September 27, 2015, 03:42:03 pm**

Clobbermountains; where it's at

So, a tour then. At the top of our fortress is the future main entrance. Beside it are prisoners intended for exposure to the seething clouds I believe.

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[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-level%20166_zps9e2c8dad.png.html)

Currently we mainly use the cramped entrance at the temporary depot location. Behind that, corpse and refuse piles lead to the volcano dump and access above the arena. Accessed from below is our farmable muddied stone, pasture and nestboxes in one area.

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[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-level%20162_zps7fxum8e7.png.html)

Further down we pass the area over by the volcano, then then meeting zone with entrance drawbridge controls on the main stair from the depot entrance. There is an armor stockpile south of the meeting area. North is the hall that leads to the main entrance. This hall will be flanked by active barracks

159 160
[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-level%20159%20160_zpser7y4tj9.png.html)

Next down is the new construction; a trap and a new area to house and protect the depot with plenty of space for fighting right next to the planned barracks. Below and on the main stair is a dormitory, main food stockpile and dining hall with wells.

157 158
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-level%20157%20158_zpsfmdzbeo7.png.html)

Next level down the main stair is the largest, most-sprawling, cluttered, poorly organized, forget it we're moving on.

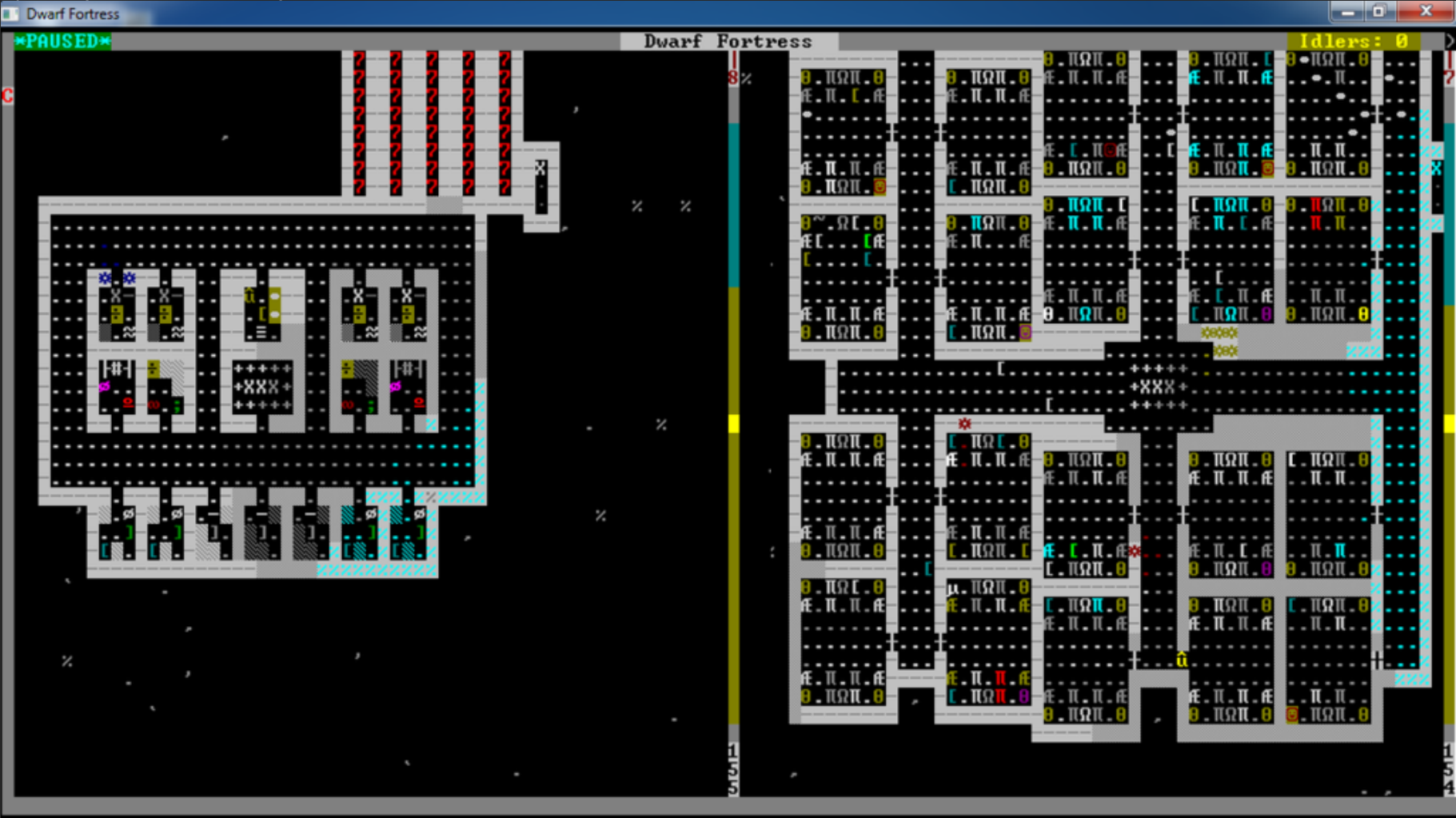
156
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-level%20156_zpsvbc1l18o.png.html)

Here we have textiles and soaping in isolation workshops without doors and individual rooms without doors or walls. It doesn't make sense, we're digging this out, we have all the walls we could ever need.

155 154
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-level%20154%20155_zpsi9pgcd5y.png.html)

All right, now here's what we're doing in the caverns. Refuse stockpile, hospital, dining room, offices, dormitory, barracks and archery range.

126
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-level%20126_zpsyeyixwsd.png.html)

Our lowest establishment for some mason's workshops and tree harvesting. There are several tombs and exploratory mining shafts all over as well but not worth a look.

113
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-level%20113%20better_zpsk0f06tuv.png.html)

His Gaudiness' quarter are still getting up to snuff so we will tour those later.

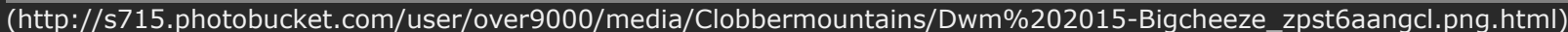
Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **biggestcheesemaker** on **September 27, 2015, 06:19:24 pm**

Any chance of a turn? I'll probably end the fort, but in the most amusing way possible.
Any dorf will do.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Crashmaster** on **September 27, 2015, 10:54:23 pm**

The largest (59400cm^2) and most talented (adequate) cheesemaker we have;

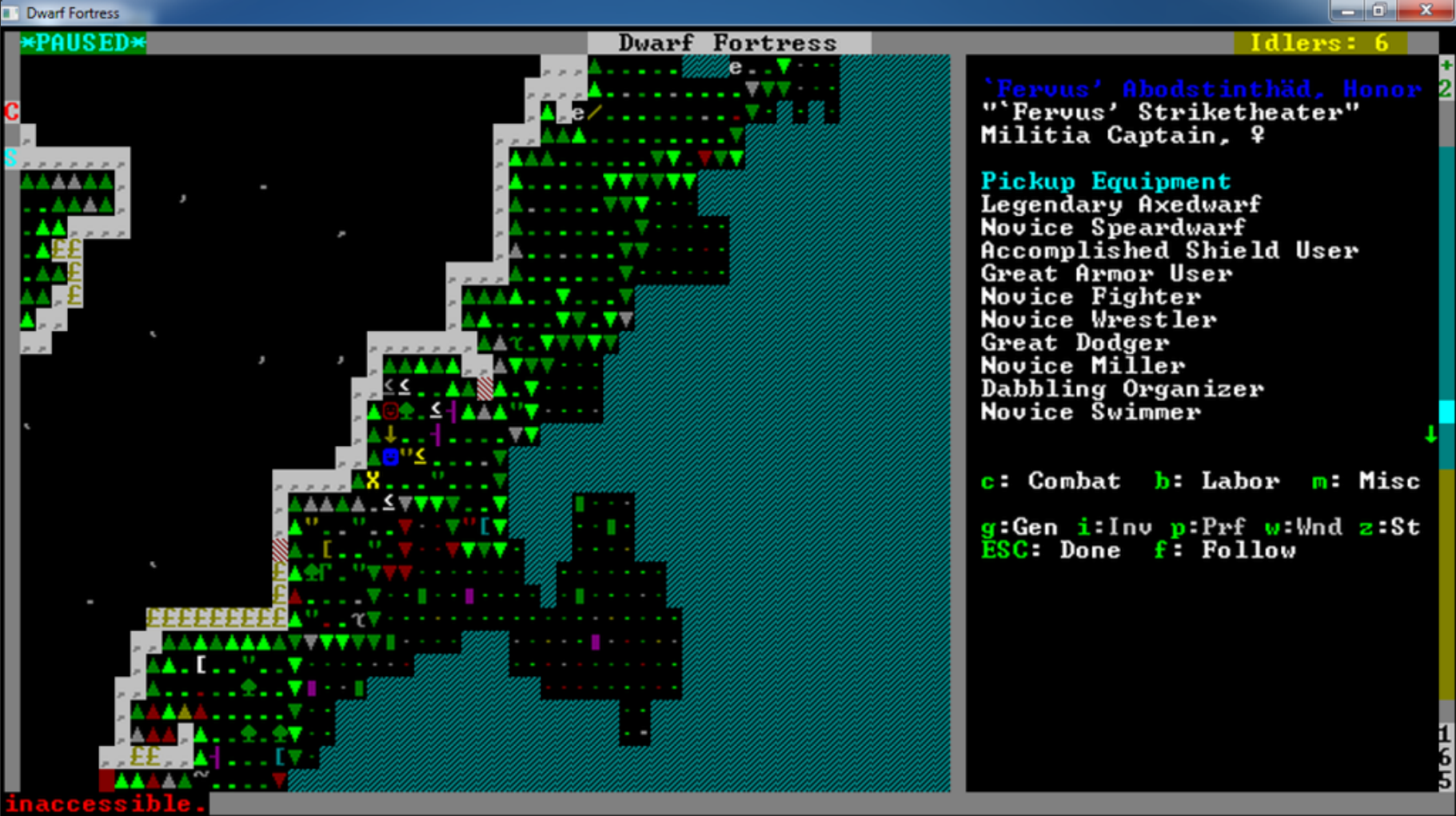
Spoiler (click to show/hide)



Summer's arrival was announced by Id the Kid throwing another tantrum. In my room. I pretended to sleep to avoid our meeting for over a day.

(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-Id%20the%20kid%202_zpsy7rtumhm.png.html)

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-bim%20who_zpsxtumnw4o.png.html)

With the military continuing to pickup equipment and wandering to find ever more remote items to desire it seemed prudent to just mass the entire re-structured military and overwhelm the final mutant. Losses tolerable, bringing our biggest surface threat down to a wild great horned owl.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-my%20left%20foot_zpsjxvcddwz.png.html)

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-mutant%20down_zpskcdjry8p.png.html)

Eventually even Bim Helmsdefense is picked up from outside, thankfully just as another seething cloud rolls in from the west. With everyone back inside someone tries to broker a trade with the elves while I was drinking. It's good practice trading with the elves as you just can't make a mistake.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-elfy%20trade_zps4cqoc6li.png.html)

The clouds leave and the elves depart right away. Id The Kid throws another tantrum. You're not gonna make yourself any replacement friends that way Kid. Rimtar Tholkilrud gives birth outside - thanks, and His Gaudiness requires a shield. A coati disrupts the surface activities and escapes with an iron shield but not before experienced marksdwarf, Ushat Dolitulon, dodges into a murky pool to his slow, watery doom. Id The Kid tantrums again in the depot. Your stuck here with us Kid, deal with it. Of course he has the biggest tantrum yet and now he's insane. Well I got my own problems here. You try dodging a blind cave ogres just to get some logs from the lower caverns. The cage traps catch it but leave a path for a second one to get in, catch and beat to death, Dastot Kedcatten, our most experienced diagnoser, before armed response arrives. Close one.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-destost%20dies_zpsoxbcjcnj.png.html)

It is mid-summer. Most of the population is tasked with the tossing of junk from around the depot entrance right into the volcano, in between periods of seething cloudiness of course. After some time I discover a disturbing scene of a demon rat gnawing on the heaped corpse of one of our fallen heroes. Our crypt apparently is at maximum capacity. Orders issued for 30 more coffins and a pair of scepters for the king.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-raw%20taupe_zpsk1mqelu7.png.html)

Despite the danger, migrants arrive, bringing our number right back to 176 dwarves plus another the chef Ber Ablelkol gave birth to. Yeah, in the kitchen. The migrants all have some weapon competency and are split amongst the squads save a great engraver for the royal quarters and a promising new diagnoser. His Gaudiness requires we make them three maces, and then two shields. A large goblin siege arrives and the entrances are closed after a bit more confusion with picking up equipment. We are certainly not ready to face them head-on. Id The Kid has died from dehydration, still waiting in the depot as summer comes to an end.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Splint** on **September 27, 2015, 11:10:13 pm**

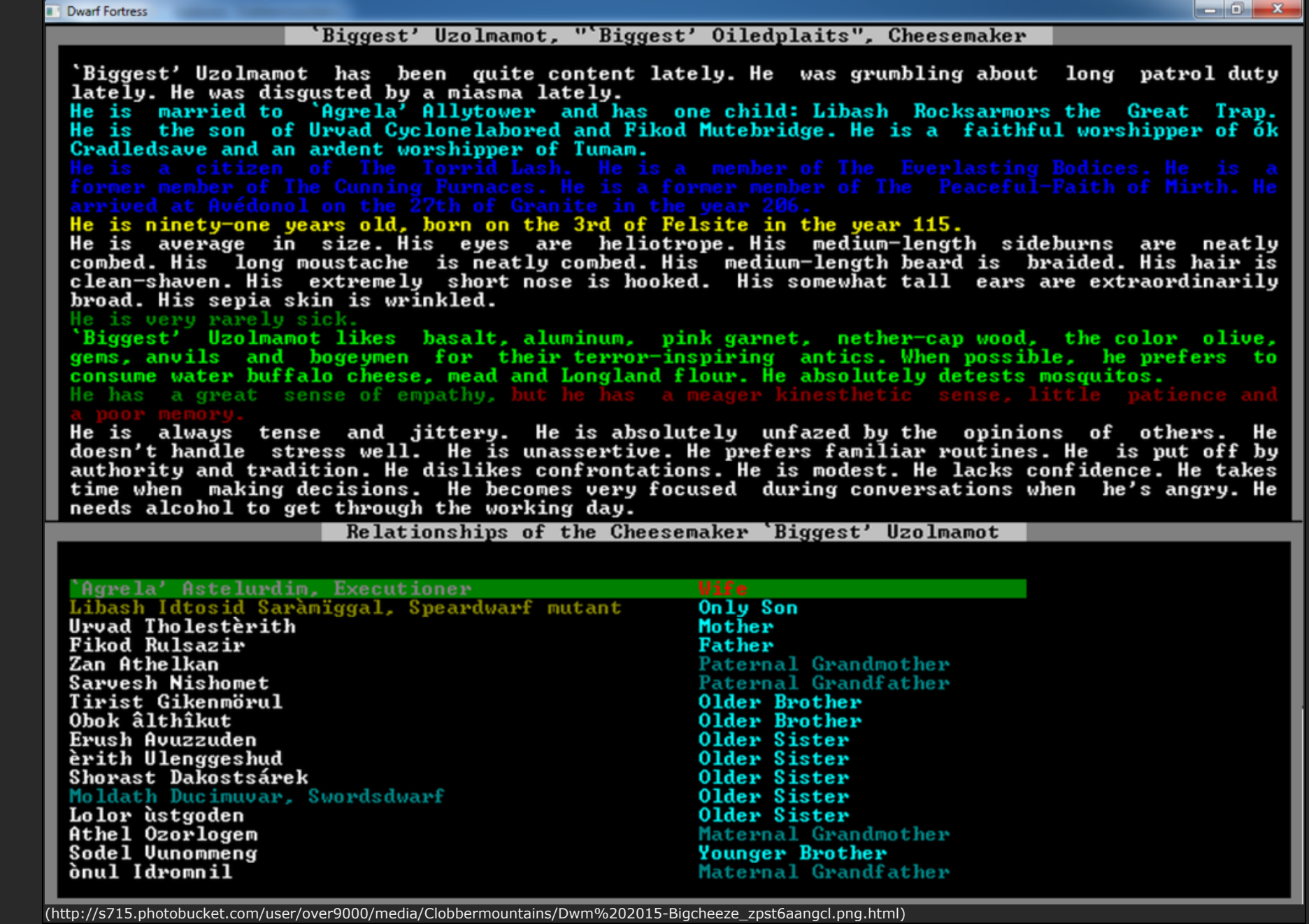
Id the Kid should have known better than to make friends with soldiers in a succession game.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **biggestcheesemaker** on **September 28, 2015, 03:53:18 am**

Quote from: Crashmaster on September 27, 2015, 10:54:23 pm

The largest (59400cm^2) and most talented (adequate) cheesemaker we have;

[Spoiler](#) (click to show/hide)



I will forever keep this dear.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Monitor Lisard** on **September 28, 2015, 06:26:32 am**

>Libash Rocksarmors *the Great Trap*

Oh man.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **September 28, 2015, 04:18:58 pm**

Quote from: biggestcheesemaker on September 27, 2015, 06:19:24 pm
Any chance of a turn? I'll probably end the fort, but in the most amusing way possible.
Any dorf will do.

Added to list. @Crashmaster, while I'm on the subject, are Lolfail and melkor dorfed yet? I can't remember. Forgot to update the list, lol.

Also...

Quote from: Crashmaster on September 27, 2015, 10:54:23 pm
The largest (59400cm^2) and most talented (adequate) cheesemaker we have;

Quote
(59400cm^2)

Quote
^2

We have two-dimensional cheesemakers now? Yikes.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Taupe** on **September 28, 2015, 05:39:21 pm**

Quote from: Mr Frog on September 28, 2015, 04:18:58 pm
We have two-dimensional cheesemakers now? Yikes.

That's good. Once a fortress runs out of milk, uni-dimensional cheese-makers become pretty useless.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Crashmaster** on **September 29, 2015, 02:59:01 am**

Mostly mining and sock-dumping designations today. Busy after work, maybe tomorrow too but material for an update tomorrow - light stuff, working hard with the entrances closed. Zetta and Melkor are dwarfed screens to follow.

I started a water pump-stack to bring the advancements of indoor plumbing to our people and our enemies. Still working on the trap as well. I'm hoping for some goblin siege - seething cloud interaction. Melting stuff, installing some of out strategic gold statue reserve in the king's room to up their value, cloaks and hood production from stolen elf-cloth.

Of course they are 2d; 9999 on a tile but only one standing.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **mikethete** on **September 29, 2015, 08:47:30 am**

Zetta
Spoiler (click to show/hide)

'Zetta' Üssekcilob, "'Zetta' Councilroofs", Engineer

'Zetta' Üssekcilob has been quite content lately. She received water recently. She slept without a proper room recently. She admired a fine Trap lately. She has complained of the crowded tables lately. She admired own fine Bed lately. She was disgusted by a miasma lately. She has been satisfied at work lately. She talked with a child lately. She is married to Fikod Channeltyphoons and has 6 children: Rovod Hushedsling, Besmar Parchedhame, Sazir Hameshimmered, Alåth Towerracks, Deler Standardrun and Obok Galleyarrow. She is the daughter of Shem Hallconjures and Thob Diamondgleam. She is an ardent worshipper of ók Cradledsave, a worshipper of Tumam and a dubious worshipper of Athnår Reignsquare. She is a citizen of The Torrid Lash. She is a member of The Everlasting Bodices. She is a former member of The Excavated Spear. She is a former member of The Sienna Fellowship. She arrived at Avédonol on the 20th of Sandstone in the year 202. She is ninety-two years old, born on the 5th of Moonstone in the year 114. She is corpulent. Her nose bridge is incredibly concave. Her hair is clean-shaven. Her small-lobed ears are broad. Her lips are very thin. Her heliotrope eyes are slightly wide-set. Her skin is sepia. She is very strong and rarely sick, but she is very quick to tire. 'Zetta' Üssekcilob likes cinnabar, nickel silver, faint yellow diamond, emu leather, the color dark violet, crescents, bolts, helms and coffins. When possible, she prefers to consume giant leech, strawberry wine and sweet pod seeds. She absolutely detests leeches. She has great creativity, willpower and an ability to read emotions fairly well, but she has an iffy sense for music and very bad analytical abilities. She is very friendly. She tends to avoid crowds. She is occasionally given to procrastination. She is extremely cautious. She runs her fingers through her hair when she becomes exasperated. She needs alcohol to get through the working day.

Relationships of the Engineer 'Zetta' Üssekcilob	
Fikod Cattentishak, Bone Carver	Husband
Rovod Thibambim, Dwarf Glassmaker mutant	Eldest Son
Sazir èzumõnam, Dwarven Child	Eldest Daughter
Besmar Fashèzum, Speardwarf	Second Eldest Son
Deler Lorbanrur, Dwarven Child	Third Eldest Son
Alåth Urdimled, Dwarven Child	Youngest Daughter
Obok Degëlfeb, Dwarven Baby	Youngest Son
Shem ítontusung	Mother
Thob Dorenalmôsh	Father
Imush Nosingeral	Paternal Grandmother
Dîshmab Rôberåblel	Paternal Grandfather
Ilral Desorlikot, Fisher	Older Brother
Sodel Othsinthob	Older Sister
Atîs Rigòthokol	Older Sister
Rigòth Niliseth	Maternal Grandmother
Bëmbul Tabarlogem	Maternal Grandfather

(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-zetta_zpsisa92v1a.png.html)

Melkor
[Spoiler](#) (click to show/hide)

'Melkor' Uvarilral, "'Melkor' Lulltreaty", Any	
<p>'Melkor' Uvarilral has been happy lately. He dined in a legendary dining room recently. He slept uneasily due to noise lately. He slept in a good bedroom recently. He had a fine drink lately. He admired a completely sublime Well lately. He was disgusted by a miasma lately. He is married to 'Tackleberry' Lushpaints and has one child: Erib Keybrass. He is the son of Zulban Presentdaggers and Tun Packedtraded. He is an ardent worshipper of Tumam and a faithful worshipper of ók Cradledsave. He is a citizen of The Torrid Lash. He is a member of The Everlasting Bodices. He is a former member of The Cunning Furnaces. He is a former member of The Excavated Spear. He is a former member of The Sienna Fellowship. He arrived at Avédonol on the 27th of Granite in the year 206. He is twenty-eight years old, born on the 16th of Moonstone in the year 178. He is average in size. His long sideburns are neatly combed. His very long moustache is neatly combed. His very long beard is neatly combed. His very long hair is braided. His heliotrope eyes are bulging. His teeth are tangled. His hair is golden yellow. His skin is sepia. He is very flimsy. 'Melkor' Uvarilral likes mudstone, sterling silver, red grossular, crystal glass, hare tooth, desert tortoise shell, the color scarlet, thrones and tigersmen for their stripes, of course. When possible, he prefers to consume swamp whiskey. He absolutely detests leeches. He has a good kinesthetic sense and a good memory, but he has a questionable spatial sense, a shortage of patience, meager creativity, a meager ability with social relationships, quite poor focus and a lousy intellect. He is quick to anger. He is self-disciplined. He scratches his ear whenever he's bored. He needs alcohol to get through the working day.</p>	
Relationships of the Any 'Melkor' Uvarilral	
'Tackleberry' Lelgaslogem, Cadet	Wife
Erib Edëmkonos, Dwarven Child	Only Daughter
Zulban Udizurist	Mother
Tun Shigósnish	Father
Kogan Bomrekbisek	Paternal Grandmother
Mosus Ukerhomrek	Paternal Grandfather
Deler Bomrekishlum	Older Brother
Zon Tobulritas	Older Brother
èrith Stelidmeng, Pump Operator	Older Brother
Ineth Udilakrul	Maternal Grandmother
Kivish Orrunled	Maternal Grandfather
Rimtar Rovodkadôl	Aunt
Inod ùstkadôl	Aunt
Solon Lelummeng	Aunt
Medtob Asëncerol	Aunt
Bim Erushtomêm	Uncle

(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-melkor_zpsnezvpg74.png.html)

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Crashmaster** on **September 30, 2015, 02:37:17 am**

Clobbermountains; come for the shelter from the clouds, stay for the shelter from the clouds

Two more children are born early in the season at the same time as an older one grows into a peasant. Poor little bugger. Two parties

though. There is still mountains of crap outside of our fortress - some junk that about half the fort really wants to put away. At least the new coffins are ready for the remains of our fallen - for our sake. They can worry about that stuff outside when the siege ends. That coati can keep his stolen masterwork gold flask too - door's a-stayin' closed!

Spoiler (click to show/hide)

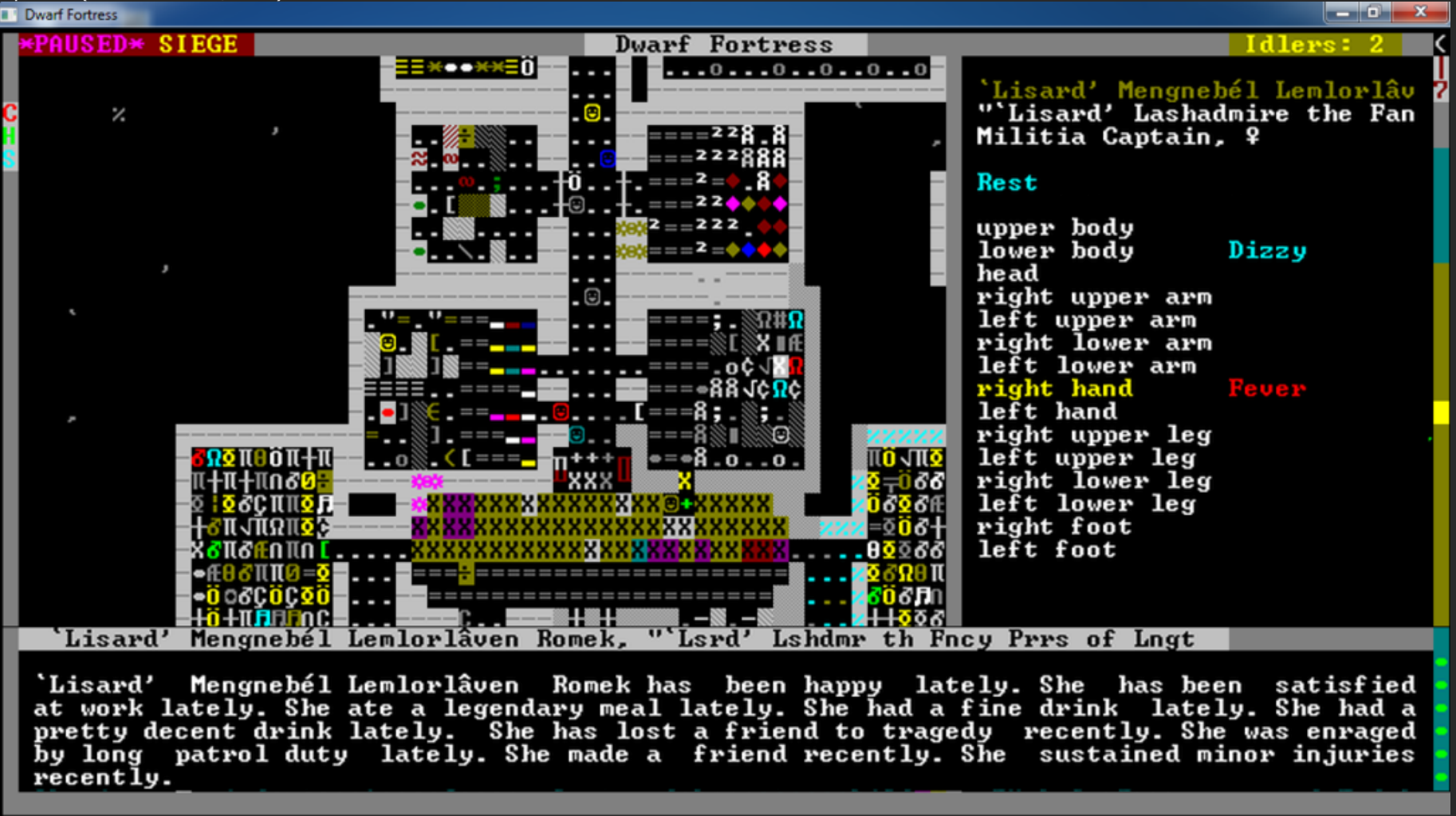


(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-bring%20out%20yer%20dead_zps3wnlz9k5.png.html)

Seems Krypta, one of the military, became mayor due to a mistake I made on her promotion forms. I put the sworddwarf, Flint, as militia commander instead. Krypta immediately mandates ballista ammunition for which we have no workshop and limited space - I regret these actions.

A strand extractor, Iteb, is possessed, this won't amount to much. Again those unnatural clouds come. It was inevitable. What has me worried though is a mystery. Commissar Lisard stops short in the stoneworks stockpile abandoning a sweet gold statue installation job to rest due to sudden dizziness and fever. This calls for a new chief medical dwarf in case it can spread.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-Lizzard%20fever_zpss5zhcsyl.png.html)

There is, a tiger bone throne! I too was shocked and appalled that it's not the king's throne room until I saw that recursive gabbro and rose quartz one he has now. Work on gold statue installation continues.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-so%20gaudy_zpsaujmweaf.png.html)

Beyond the refuse disposal, corpse handling and the trap construction, I have set work forth to build a pump system to bring water up from the caverns. To this end I have started knocking down some clothiers and craftsdwarf workshops, a couple bedrooms and part of the top dorm. It's all right though, it'll all look fine when we're done, we'll hide the pipes behind a fake wall, you won't even hear any substantial pumping. Iteb gets working with an odd assortment of materials.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-shes%20got%20legs%20do%20do%20do_zpsvstkrmw.png.html)

Iteb's possession produces a tiger-bone helm, meh, needs more gabbro. Also; I don't remember any tigers? The wind blows fortuitously. It's quite a show. Two more kids throw parties.

[Spoiler](#) (click to show/hide)

<https://youtu.be/EoWQCvYYx5o>

We've not stopped dumping refuse despite the siege. Another kid is born, work goes on. His Gaudiness wants more maces and shields. A good strategy against the spawn is the reason he says. Block with the shield and smash out the teeth. They can transmit a sickness of the mind and beard that will snatch victory from you with it's jaws of death. The king seems like a good dwarf to have around. Nope, suddenly the royals get right twisted about something they won't specify. Ah, forget them. Nobles are impossible and the siege has ended. Alright, everyone outside, open the gate - ah crap, missed the wagons.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-dont%20mess%20with%20the%20zotir_zpsblpjmjtu.png.html)

An ambush! catches Bim Helmsdefense, of all dwarves, outside. He's learned help is unlikely and get's in a counterstrike before loads of help arrives.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-the%20secret%20of%20bim_zps4ofxybad.png.html)

A traitorous cave crocodile kills a made goose. You just don't do that. The croc was promptly killed. I had to set aside a coffin special for Iden.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-crocodile%20undat_zpsz8iggsgv.png.html)

Cloudy again, this time I have both entrances closed as the clouds are right over them. I unload stonecrafts and some delicacies on the dwarven traders for a variety of simple foodstuffs, any steel items and sand. They won't take the elf shit. Oh well, the volcano ain't choosy. Winter is coming, and now it's here.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **piisskop** on **September 30, 2015, 10:26:11 am**

war tigers.

the bsbshees bring us gifts of tiger

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **September 30, 2015, 07:30:56 pm**

Quote from: Crashmaster on September 30, 2015, 02:37:17 am
Commissar Lisard stops short in the stonecrafts stockpile abandoning a sweet gold statue installation job to rest due to sudden dizziness and fever. This calls for a new chief medical dwarf in case it can spread.

On today's episode of "Mr Frog Cannot Into Modding", I appear to have somehow managed to break the Spawnitis so that the transformation, and only the transformation, doesn't work. (The dizziness is supposed to occur at the same time as the transformation; I'm not sure what the hell happened)

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Crashmaster** on **October 01, 2015, 01:05:45 am**

My first thought was the Spawnitis, it's always Spawnitis! But I didn't know how long it was dormant for, and things seemed too murder-less.

Too late for a real update tonight but I'm nearing the end of winter, weird stuff with a flying forgotten beast - probably under control though. Let's just say, "don't count your walls before they're constructed."

Fortress population is at 195 after some more 'despite the danger' migrants however 63 are children and 77 are in the military for 75% of the time.

Since starting a partial year shall I continue through another if no-one objects? Completion of Immolation Ally will take at least an additional season it seems - they always do.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Monitor Lisard** on **October 01, 2015, 07:00:26 am**

I kind of missed the point when she fought the Spawn. Was it before the naming?

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **mikethete** on **October 01, 2015, 11:35:55 am**

But a hammerdwarf turned successfully during my turn.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 01, 2015, 02:26:44 pm**

Quote from: mikethete on October 01, 2015, 11:35:55 am
But a hammerdwarf turned successfully during my turn.

I remembered that just this morning, lol. Unless Splint fucked with the raws (which I doubt) I think the most likely scenario is that we have a tasty, tasty FB contagion on our hands. Quarantining the patient was a sound decision either way.

Also, **@Crashmaster** can go ahead and play until the beginning of next summer if he likes, in which case every subsequent turn will go summer-to-summer. Two years seems a bit excessive.

Affirmative

Clobbermountains; won't somebody think of the children!

First thing to do was check to see if we were still safe from the web-shooting flying beast I'd forgotten about down in the caverns. Turns out no.

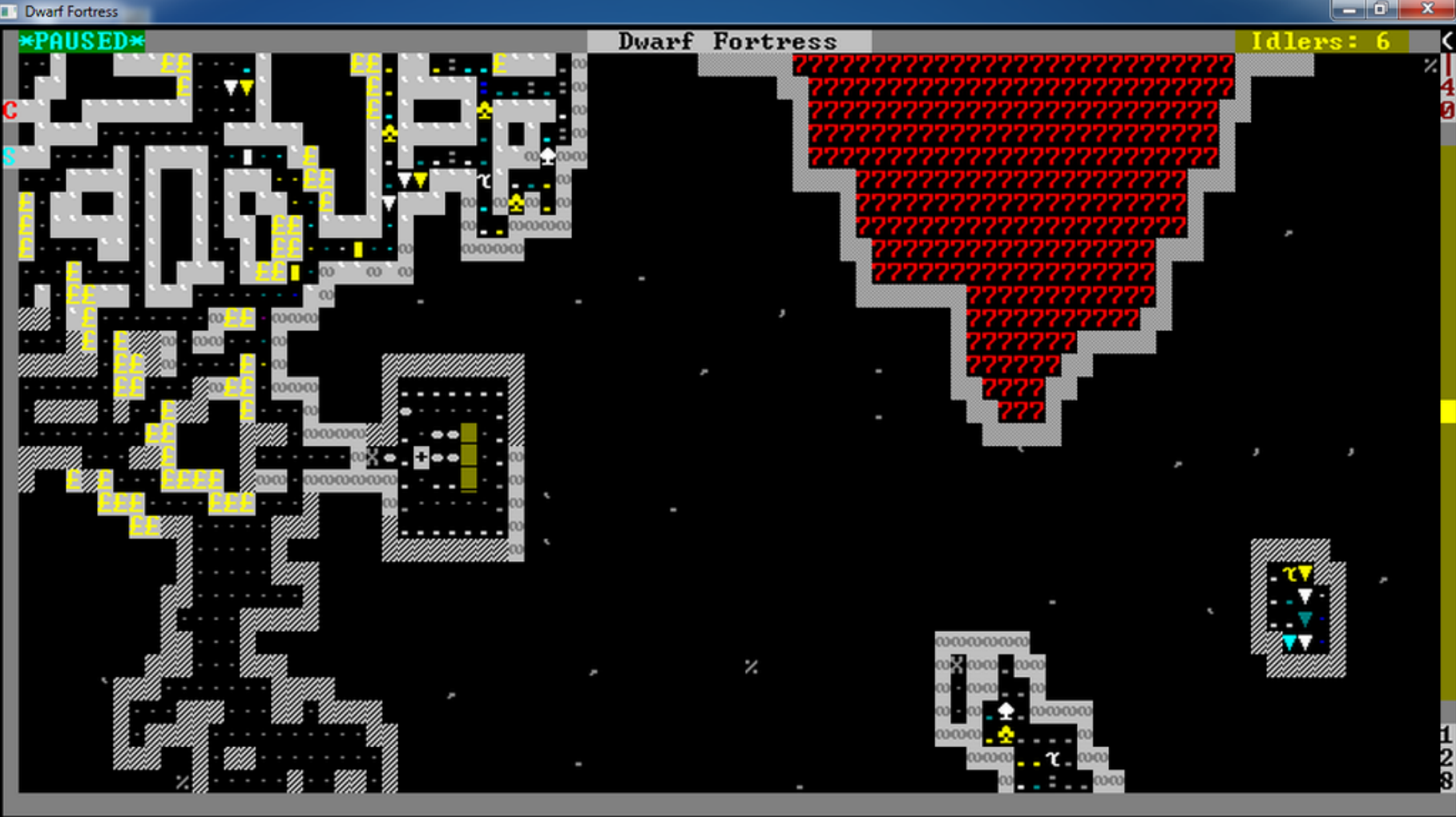
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(http://s715.photobucket.com/user/over9000/media/Clobbermountains/d0e6a80c-3eb4-4403-ad07-19422db9c397_zpsaktxzttq.png.html)

In addition to not following through and making sure that the wall we needed for staying alive was actually built last month, I had managed to completely overlook a similar opening not three urists away. The beast was now even closer as well. Further complicating matters is the value of the beast. It would be less then wise to let such an opportunity fall to the military especially under the eye of the king - assuming he's even ever paying attention. Our greatest chance to turn this situation seems to be to modify the supported floor trap at the door to the caverns to collapse non-lethally and cover the entire floor around it with cage traps while at the same time getting those holes walled up promptly.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-that%20should%20do%20it_zpsg4n0zedx.png.html)

Ok now lets put up those walls - oh, elf shit, we're fucked.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-gotta%20go%20fast_zpslclwrzidf.png.html)

It'll take that thing scant moments to tear down that hatch. The ramp leads right into the barracks - I don't know if that's a good thing or a bad thing with our military in the state it is. A mason is hopefully hurrying to what might be a slightly sooner doom then the rest of us.

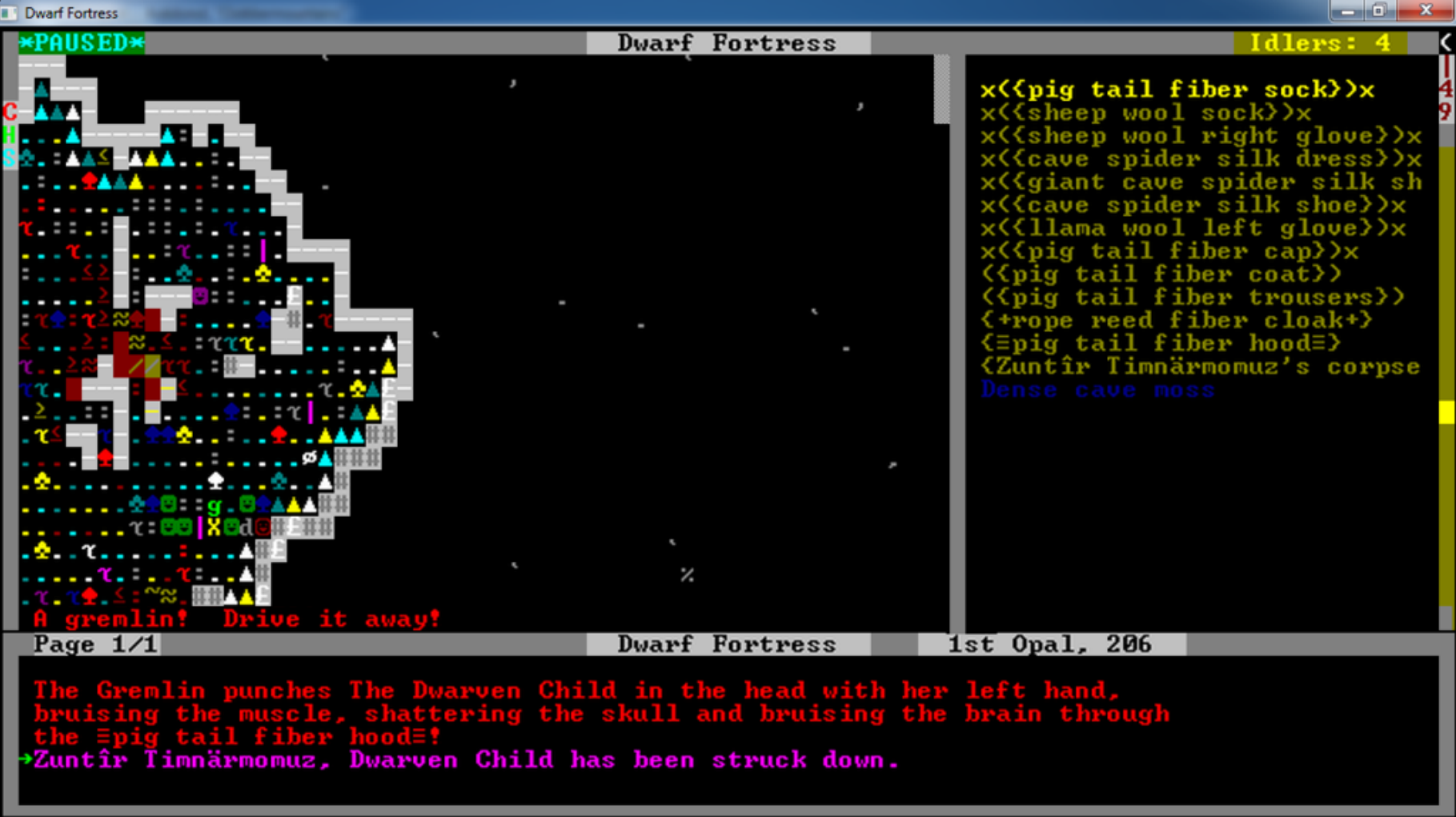
[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-yeah%20its%20gonna%20take%20longer%20then%20we%20thought%20so_zpsst1kdjum.png.html)

The wall does get done, and the tunnel started with a thought of sealing the miner in there right away but it seems there is no rush. Zotir is flying nowhere fast. Two more children are born and the merchants announce their immanent return home as ten more migrants arrive despite the danger. Several of them will certainly face far more danger as their numbers pad the squads. Zoltir still hasn't yet finished with the hatch cover and so a new plan is set into motion. As moonstone comes to an end crundles show up in the lower caverns causing hauler chaos until patrols secure the area and the arrival of seething clouds warrants closing both entrances. SUDDENLY NINJA GREMLIN OUT OF NOWHERE!

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-ninja%20gremlin_zpsrubx6zco.png.html)

Well it was certainly not a master of evasion and the thing didn't make it two steps after pulling that stunt surrounded by stationed squad. Deler, one of the marksdwarves drops out a replacement right away anyhow followed by another from Tackleberry. There's sure a lot of kids around. Bound to loose a few here and there. Zoltir is still mesmerized by that hatch cover. It *is* encrusted you know. With the smoothing and fortifications jobs for 'IMMOLATION ALLEY' was included tapping the volcano. Once again it is the dwarf that risks it all, Bim Helmsdefense in the spotlight. Again he escapes despite expectations and maybe some hopes - the forgotten beast was a bit of a non-event ok?

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-go%20home%20bim%20youre%20not%20a%20main%20character_zpslms6mpdv.png.html)

It is mid-winter, Zetta has a child, still more clouds, forgotten beast hasn't moved all month. Silver maces for the king again and two more children reach adulthood - this certainly is a strange place. Now Shorast, another marks dwarf and then speardwarf Leslie give birth. What the hell are they all doing down there? I ordered the housing block walls pierced for some simple rooms I had drawn up after I found a bunch of dwarves sleeping on the meeting area floor. The beds should be ready by now, hell I've been making them.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-dead%20tired_zpsvp78prp3.png.html)

I've been seeing a few dwarves in clothes that look past their prime so I had our clothing workshops start producing non-stop. Most of our talented clothiers have been drafted but what's left will have to do. I'll be good practice for them in case I can get them some real unique material. The seething clouds arrive yet again in this cursed jungle as I write. The month will soon to come to a close. The trap for Zoltir needs but mechanical linking - oh that's me too.

So it seems Zoltir the web-shooting pterosaur has got himself stuck trying to destroy a completely normal hatch cover at the top of a ramp. He has a constructed floor to stand on so I have no idea what is keeping him there so long or why the hatch has not been destroyed.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Splint** on **October 02, 2015, 06:22:37 am**

Stone and metal buildings take *considerably* longer to tear down is why. Praise the earth!

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Crashmaster** on **October 03, 2015, 01:20:14 pm**

Clobbermountains; 'get me that web-slinging freak!'

Rush, rush, rush, there's never time. Everything is becoming an issue at once. Tasks are carried out and the rock drops trapping Zoltir entirely...

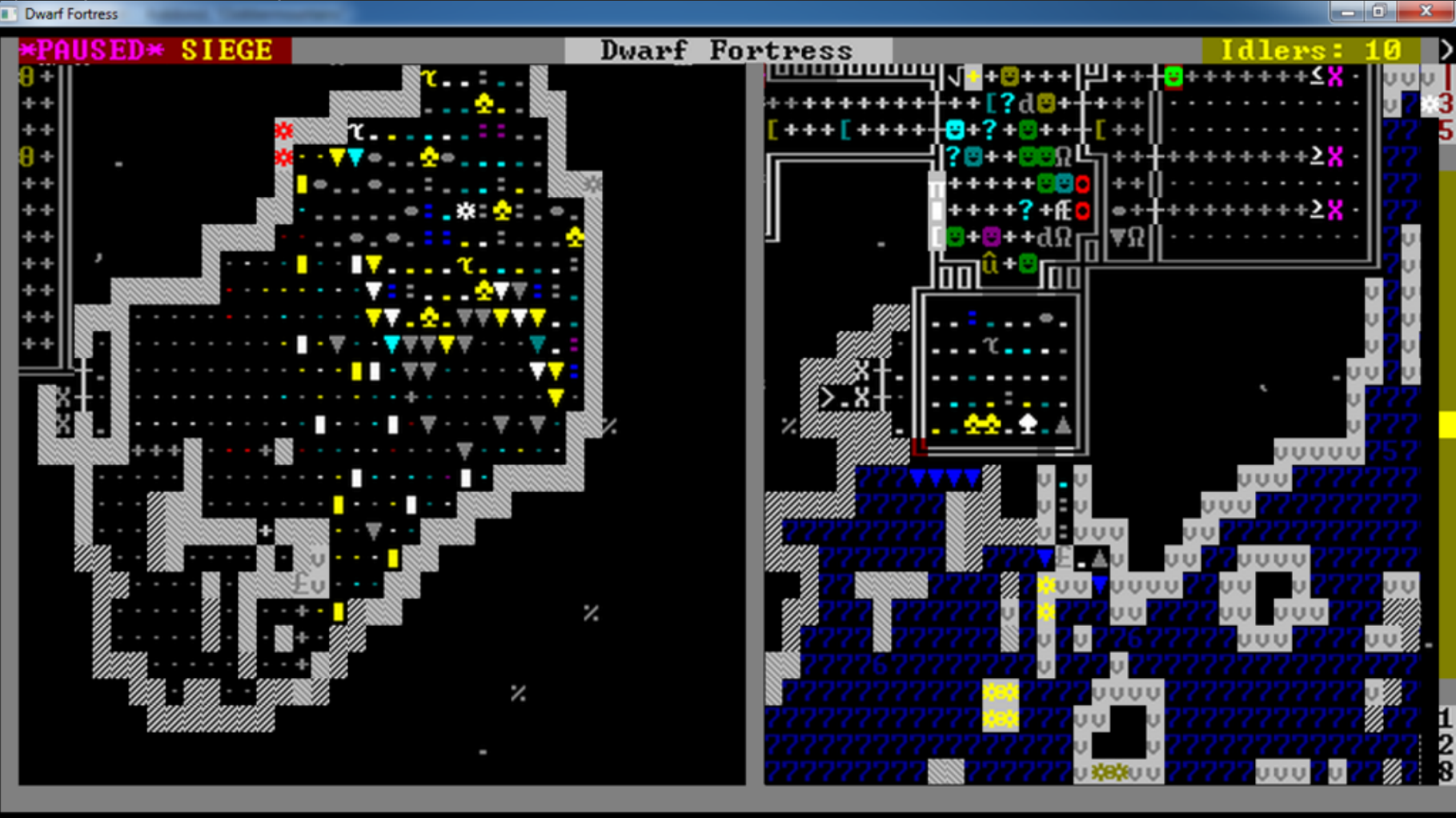
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-zoltir%201_zpshngypugu.png.html)

...not so much.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-zoltir%202_zps3x1mkrh3.png.html)

The beast is but lightly bruised. It can still fly and nothing is stopping it from heading up through an unforeseen crack into the secure caverns area. If it finishes with the hatch it can go downwards and escape. Another section of rock is designated to be cut and drop. We probably have the time.

Pk's son make's an artifact gabbro flute, hahaha, and some neglected memorials are finally installed before the next rock is dropped. This time by straight mining to waste no time. Sarvesh Roughnessphrase, a new-ish arrival makes the cut and is knocked - luckily - down the stairs, unconscious but un-injured. This time the beast is secure - as long as that hatch cover holds out.

The Spawn of Holistic have come for us again. We're busy - get lost.

As reviewing the work of the rangers who hunt down the constant flow of crundles in the caverns I was informed of disturbing news.

Spoiler (click to show/hide)

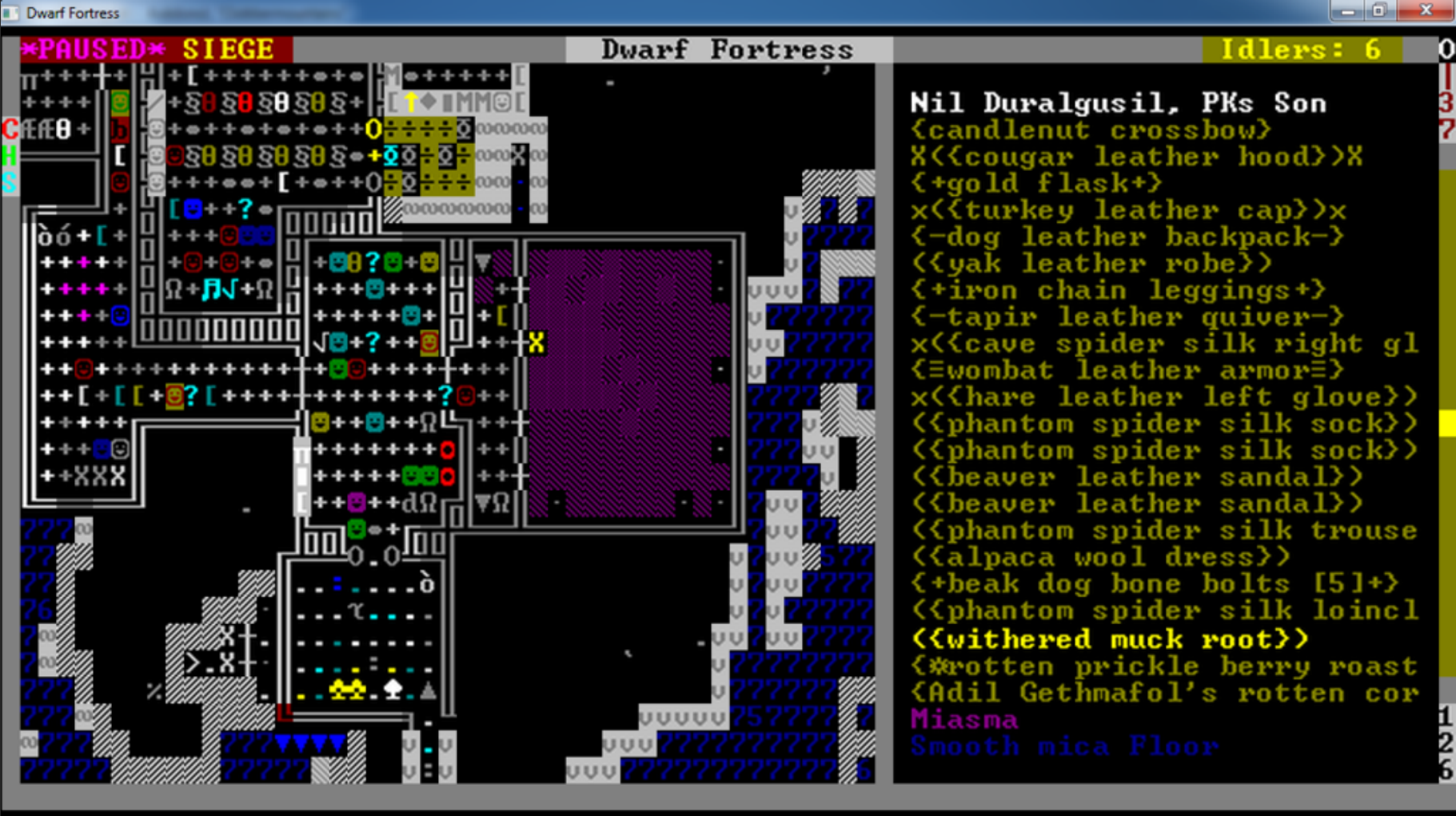


(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-medtob%201_zpsz3neuab.png.html)

Medtob has only just arrived here though. So there is some chance his infection came from somewhere else. Good enough for me, too much to do to worry about already.

I said, 'too much to worry about,' just clean him up and get back to work.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-adil%201_zps6qsl9tai.png.html)

Walls are built under the hatch forever blocking the Zoltir's chance of escape, a draw-bridge controlled from the room just below is installed and a friendly dog chained up in front of some designated fortifications. Presto - all the silk we could ever need. I hope the king is impressed. Oh, and no-one died, directly related to this project at least.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-wed%20farm%201_zpsfif25ldl.png.html)

It is now spring.

*IMMOLATION ALLEY progress has bottle-necked on gabbro mechanisms for the 50 hatch covers delaying connections. Due to distractions I let too much hauler-time be spent on junk cleaning while the workshop feeder stockpiles suffered as a result. There may be some instructions left for the next overseer but hey - *pterosaur silk socks* for everyone! It seems we are out of soap, May be the cause of Medtob's death by infection and the mysterious passing of Adil in the archery range. About halfway through spring now.*

edit; save is up, going hiking, update or too tired tonight.

<http://dffd.bay12games.com/file.php?id=11187>

The last two (nope - it's the top row, the two right of the larger center space) hatches on level 159 will need to be connected to the microcline lever in the top right corner of the meeting area also on level 159 when there is room in the queue (use gabbro mechanisms in the hatches). Once all hatch connections are complete, the next levers are in the little alcove off the exit of the trap on level 158. The middle lever opens the magma floodgate and the top operates the bridges array (bottom one for expansion). Open top, let the system fill completely to 7/7 then close both. Only use the microcline main lever after the magma is full. A bit started on a water pumpstack, we might have all the components made.

Eyyy, sorry I've been quiet the last couple days. I felt like doing a few non-DF related things for a while. I'm so happy we have a pet pterosaur now!

To be absolutely-clear, since I'm too dumb to puzzle it out -- are we getting a Summer update, or should I PM the next guy now?

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Crashmaster** on **October 05, 2015, 12:19:46 am**

Among the new births and comings of age came something I'd never seen before; a masterpiece boulder in Mr.Frog's support.

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-master%20froggy_zpse6yydm7w.png.html)

New bed room blocks are being finished. Mr. Frog's masterpiece boulder is regrettably lost piercing the deepest part of the caverns lake.

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-drop%201_zpsibfwvbno.png.html)

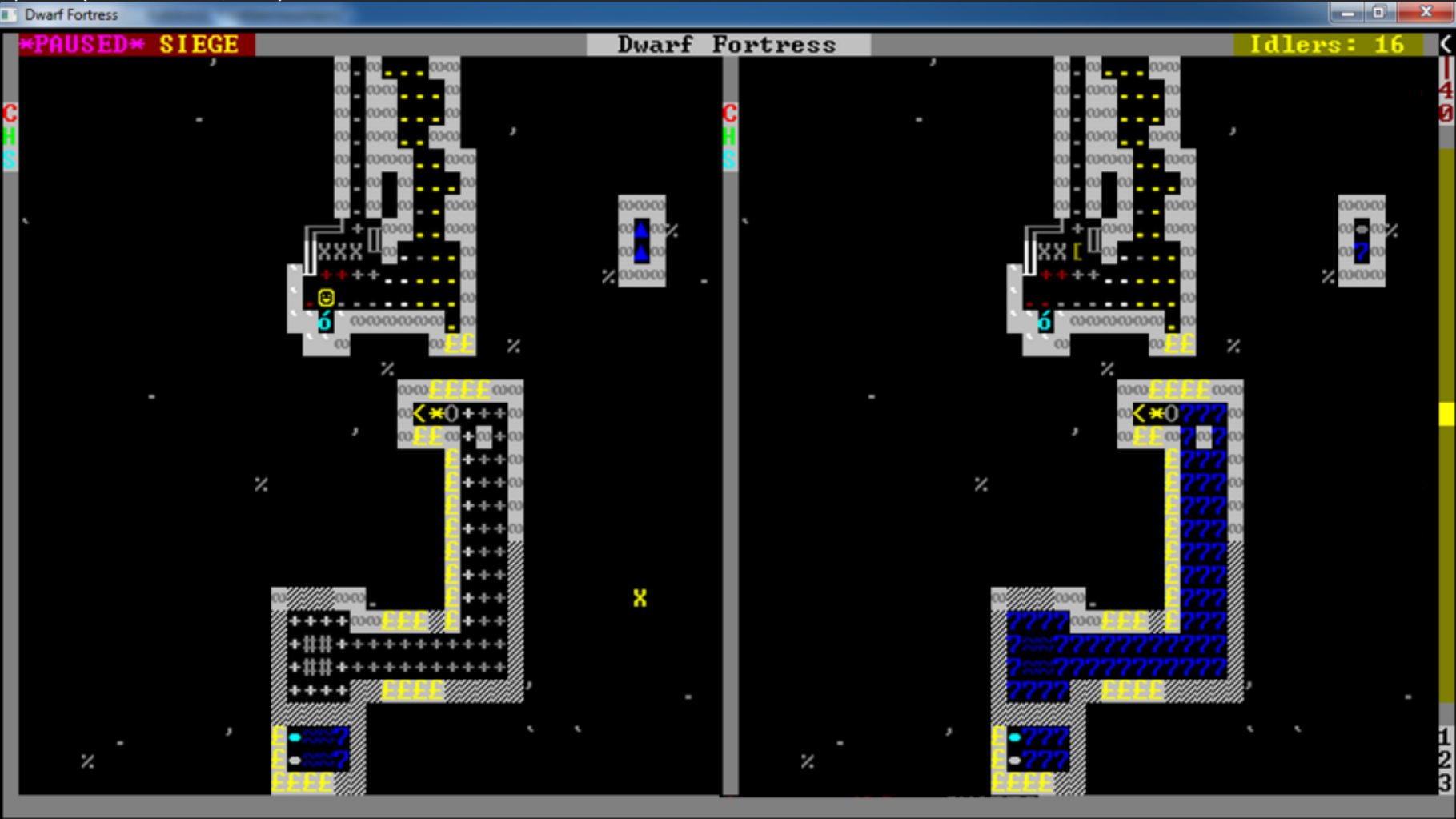
[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-drop%202_zpstdstvhham.png.html)

When the bridge is opened water will be forced up through two separate floor grates before the pool at the bottom of the pump stack.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-drop%203_zpsg7icsrtv.png.html)

Most of my other attention is spent trying to keep the mechanical connections for IMMOLATION ALLEY on schedule. As spring's end and deadlines draw near we are attacked by banshees again. The military may not be ready but they are on station when the banshees' force splits and attacks.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-battle%20%201_zpskqnwocfx.png.html)

The drawbridge claims their leader and bolts and dwarves rush out. Support is ordered for the front-liners. Marksdwarves held back guarded by the squad of axedwarves.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-battle%202_zpsckyk7w0s.png.html)

First squads go down the slope to the left to close on the ranged banshees as the others pick targets from the ogres coming down from the north.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-battle%203_zpsuqodhep3.png.html)

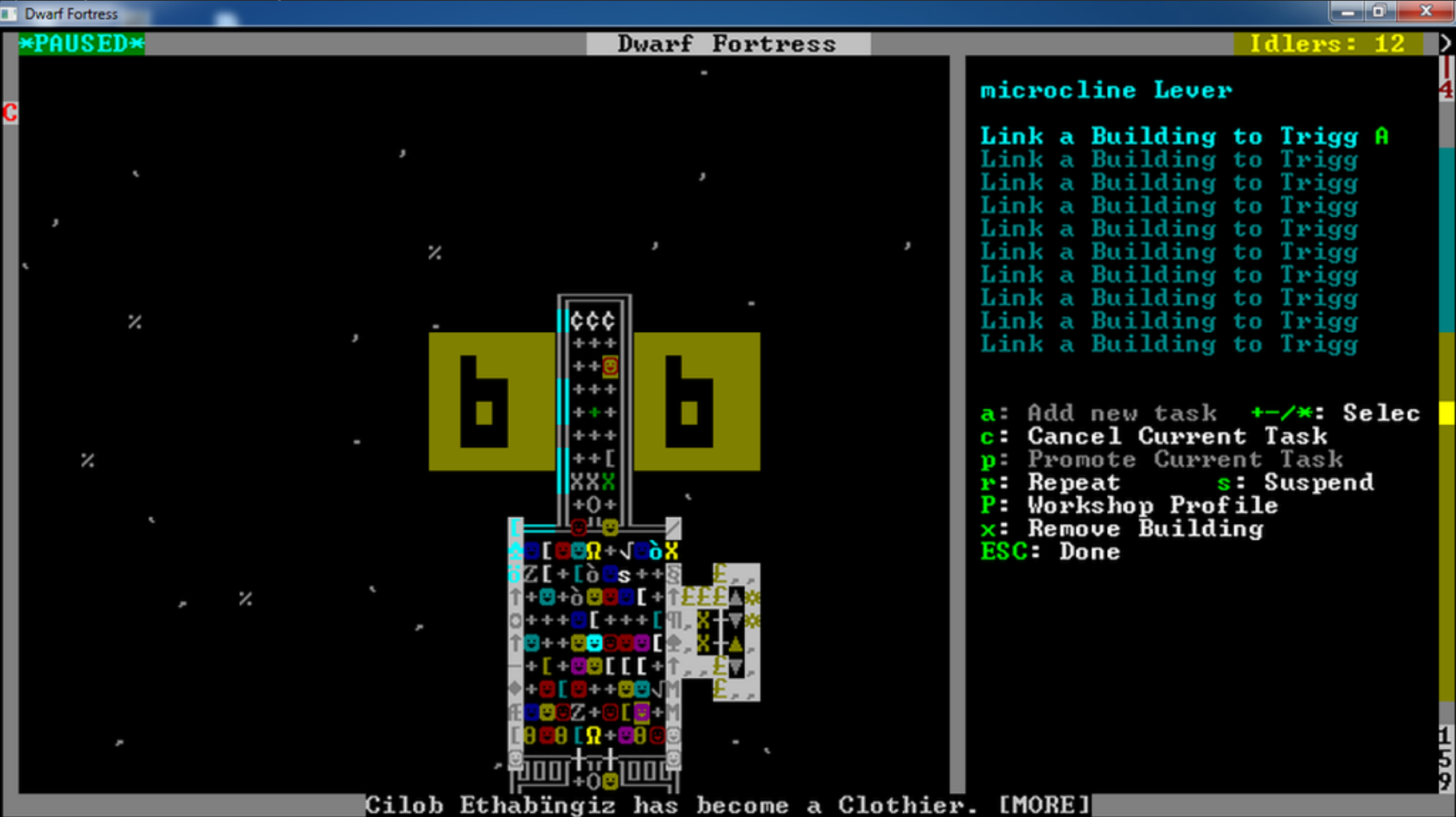
The enemy vanquished, civilians are given leave to return to the surface. A cloud appears, but only for a short while. It is summer. Things seem pretty calm. I should make some plain old bolts for a while.

It's been an issue getting all our corpses discovered reclaimed from outside. Hard to remember where they are when I've had the chance to get them. Constant crundle issues in the lower caverns which are kept very poorly defended and heavily trafficked by civilians. I was lucky to get by just letting the rangers keep their population down but it is a weak point. There was a bridge but I never looked for a lever.

Forgotten beast silk production is very clunky right now. I think clothing might be an impending issue. Never got far with the waterfall plan but everyone is friends with the military since the upper barracks is in the meeting zone so I think it still has some merit.

For my project there are two last hatch covers left to link to the microcline lever in the meeting area. I think it's the two to the right of the center of the top row but it might just be best to let the queue finish and see.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015--lever%20fever_zpslyce8ztf.png.html)

Much worse is that I built much of the lowest section wrong. Only the upwards-facing units got built right. There are enough masons though the wrong track-ramps could be de-constructed and have the correct track-ramps in place before the hatch cover linkings are finished. The track-ramp U-bends should point towards the rest of the track and not the bridges under the pathway, derp.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-embarassment%20alley_zpsxhupavux.png.html)

If not, it is still quite deadly in it's current flawed state and could be fixed later. It'll take almost a year to fill each time though - fill controls are in the alcove to the left of the exit.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Dwm%202015-fill%20controls_zpspzijcik8.png.html)

PM away, we were each playing to the first day of summer now.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 05, 2015, 11:58:40 pm**

Pity you didn't get to finish your contraptions; hopefully the fort will last until your second turn.

The masterwork column is hilarious and I think merits a journal.

Cherry-hearts hasn't been active for over a month, so I saved us all a headache and just PM'd pisskop.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Crashmaster** on **October 06, 2015, 12:34:31 am**

Quote from: Mr Frog on October 05, 2015, 11:58:40 pm

Pity you didn't get to finish your contraptions...

It was inevitable.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **pisskop** on **October 06, 2015, 09:04:25 am**

Dear God the mechanics. Im just a simply law-abiding dwarf, not an engineer. Ill scrap it up and try to finish you complex devilry.

Law and order shall return to the fort! Ill set up some basic cave defense for crundles!

pedit: I shall reclaim my room from the horror guard!

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 06, 2015, 12:03:01 pm**

Quote from: pisskop on October 06, 2015, 09:04:25 am

Dear God the mechanics. Im just a simply law-abiding dwarf, not an engineer. Ill scrap it up and try to finish you complex devilry.

Law and order shall return to the fort! Ill set up some basic cave defense for crundles!

pedit: I shall reclaim my room from the horror guard!

Ohhhh man. A storm is coming, bros.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Splint** on **October 06, 2015, 12:03:59 pm**

Pisskop wasn't ejected from her lodgings. Jeff was.

Quote from: Splint on October 06, 2015, 12:03:59 pm

Pisskop wasn't ejected from her lodgings. Jeff was.

sssshhhhh

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Crashmaster** on **October 06, 2015, 12:15:35 pm**

Naw, I reassigned Pisskop's room leading to his tomb from the caverns barracks to the new millitia commander after re-arranging the millitary. Just too lazy to make something new or re-re-organize at the time.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **pisskop** on **October 06, 2015, 12:36:18 pm**

Its fine. I mean, I was upset, but its literally too easy to either design a new room for the or repurpose the inefficintly used rooms we have around.

We have a whole room devoted to *coin* storage, for instance. And the old hospital is literally still just standing around.

Ive already lain out orders for a room for the new guy to hole up in to be dug. Im planning to remove the bulk of the clothing indutry from that middle area and move it to tbe FB level. Im going to move the wood and stone industries to the cavern levels and Im going to make all that space storage. Im going to order some clay stuff to be done, and I plan to build a topside hospital that will feature more protection and isolation. Dont know what else. Ive never played with minecarts beside testing them for mass-goody transport. I have only a vague idea of how to make what I assume were minecart defenses.

Aside, I dont like the dwarves hanging out in food stockpiles. Ill make a nice statue park/zoo. Deeper than the Mayors/kings quarters, so visitors dont get distracted by the chined up ogres.

Whoot-whoot for being a master-level crossbowdwarf, tho.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 06, 2015, 12:50:33 pm**

Spoiler: Journal Time (click to show/hide)
The Diary of Mr Frog Thusestdeler, Stoneworker

5 Felsite 207

Oh, diary!! I did something amazing today! All my practice, hard work, and that funny book I nicked from the Archivist's collection finally paid off today! I, Mr Frog Thusestdeler, have constructed... DRUM ROLL... the *perfect pillar!!!* The pillarest pillar there ever was! It holds the ceiling up at least TWICE as hard as your average non-heroic pillar! I worked super-duper hard on the base molding, too -- I even drew little pictures of His Gaudiness on it in crayon, so it's all symbolic and patriotic and stuff! I've been not-so-discreetly hanging around it all day, and it's been getting lots of comments on it, like "outrageous!" and "if the King sees this he'll have a stroke!"! Do you think His Gaudiness would really like it that much, diary!? Oh, I haven't been this happy since old Rakust was found safe! I'm going to throw a party to celebrate!

[...]

The turnout for the party was okay. It's nice to just keep things amongst friends! Just me, Mr. Chair, Mr. Dust Bunny, and the rest! I was a bit upset that Ms. Serving Platter turned up uninvited after our little spat last time but we managed to make things up. Overall, it was super nice! Pity that dear Logem couldn't come. I haven't seen her around lately at all! She must be getting really good at hiding from me, hahaha! I guess I need to sing louder to prove the depth of my feelings!

7 Felsite 207

~~I... I just felt a great disturbance in the stone... as though the most faburiffic pillar ever constructed screamed out in terror, and was suddenly silenced...~~

Eh, probably nothing! That was a lot of rumbling, though! Maybe one of the mutants farted. Yeah, that's probably it. These funny jungle fruits clean you right out!

12 Felsite 207

DIARY!!!! I... I went to look at the pillar again, because I'm so proud of it, and... and.. AND...

IT WAS MISSING!!! Some awful untalented person must have so jealous of my heroic pillarsdwarfship that they kidnapped it, along with most of the surrounding stone, for some reason! That's such sloppy kidnapping! Who accidentally kidnaps a cavern ceiling!? A THIEF, THAT'S WHO!! I tried reporting this *horrible* crime against pillarcraft to the captain of the guard, but she just rolled her eyes at me and

told me to go back to my room, even though this is clearly a heinous crime that has been committed! Suspicious! I bet she's in cahoots, diary! Just how far does this gremlin-hole go? Who can I trust!?

...I know! I can trust His Gaudiness!! Except I don't want to bother him, so I'll just bother his guards instead. This is a national crisis, after all! Our capital's guard force has been COMPROMISED!!! And only I, the heroic Mr Frog, know about the evil... it is a heavy burden, but it is one that I bear with pride... oh, diary, I hope I can root out the foul ones before any other innocent pillars get hurt! *WON'T SOMEBODY PLEASE THINK OF THE PILLARS!?!?*

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 08, 2015, 03:34:02 pm**

Eyyy pisskop, how's it going?

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **pisskop** on **October 09, 2015, 10:21:58 am**

today im in for a season or two play

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 09, 2015, 02:16:24 pm**

Quote from: pisskop on October 09, 2015, 10:21:58 am
today im in for a season or two play

Schweet.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 10, 2015, 08:56:44 pm**

Oy @**pisskop**, can we have some sort of status report in the next couple days? (As always, please don't make me have to pester.)

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **4maskedwolf** on **October 10, 2015, 09:14:32 pm**

Is my dwarf even alive anymore?

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Splint** on **October 10, 2015, 09:15:26 pm**

I think he died during Pisskop's first turn.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **4maskedwolf** on **October 10, 2015, 09:17:54 pm**

That is unfortunate. I would like to sign up for a dwarf by the name of Urist Dwarficus, in that case.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **pisskop** on **October 11, 2015, 11:39:08 am**

Any job preference? Ive just set up 4 permanent fulltime doctors.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **pisskop** on **October 11, 2015, 12:51:58 pm**

I was approached the other day, while enjoying a walk around the caverns, about a coup of sorts. As a previous overseer of Clobbermountains I knew what had to be done. As a master of the crossbow I was capable of inspiring and keeping the loyalty of the militia. I was perfect to help this dwarf, Muthkat, become the administrative mayor. Kyrpta didnt possess the skills she did. She was a great conversationalist. She didnt already posess a high-ranking title. *She* didn't steal my chambers.

And you know what? She's right. I agreed to help her if I could organize the mess and disarray the fortress had fallen into. So we made plans. I would hollow out the old production centers and replace them with storage sites. I would add defenses to the caverns and I would then refurbish my tomb some. Small things, I assured her. But important small things tht any self-respecting legendary dwarf would ask for.

Tossing the trashy rags of Kyrpta from my rightful drawer, I quickly organize myself and begin the process of efficizing the fortress. Yea. In a blinding fury, I designate jobs and restrict the mishmash of buggery.

'These 4 are only doctors now. I dont want to see them hauling anything that isnt a severed limb around.'
'Those three are now only to smooth and engrave stone.'
'You 2. Now you are strictly to deal with woodworks.'
You. You're lucky you're a founding father of sorts. There are only 5 dwarves here that have seniority over me, and you're one of them.'

I set about righting the wrongs of the place. It felt good, at first. Some dwarves joined the military, some left it, all got a examination of their status and duties to the fortress. The only ones above reproach where those with special names, the damn snowflakes they thought they were . . .

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **pisskop** on **October 11, 2015, 05:39:15 pm**

Mist came over us, and in the interest of ridding ourselves of the critters caged inside the gas chamber I pulled the lever. One goblin promptly ran into a cage trap, and his buddies either ran for the treeline or ran inside to get stabbed by the swordwarf team I had on standby in case a child or something decided to grab a last minute banshee tooth or something.

Down in the deep, renovations to the silk farm are comming along. Ive moved the majority of the shops to a hallway beside it, but haveny yet turned it on.

Hungry heads and trolls keep bothering the peasants. We go out and clean them up when they do show up. One of the bastards tried to rip away a child from its mother!
Spoiler (click to show/hide)

The Troll has become enraged!
The Troll gores The Dwarven Baby in the right upper arm with his left horn, bruising the muscle!
The Crossbow Dwarf punches The Troll in the left upper leg from behind with her right hand, bruising the muscle!
The Crossbow Dwarf punches The Troll in the left upper arm from behind with her right hand, bruising the muscle!
The Troll grabs The Dwarven Baby by the lower left back teeth with his left hand!
The Crossbow Dwarf kicks The Troll in the left upper arm from behind with her left foot, bruising the muscle!
The Troll releases the grip of The Troll's left hand on The Dwarven Baby's lower left back teeth.
The Crossbow Dwarf punches The Troll in the right upper leg from behind with her left hand, bruising the muscle!
The Troll attacks The Dwarven Baby but He rolls away!
The Crossbow Dwarf punches The Troll in the right upper arm from behind with her right hand, bruising the muscle!
The Troll grabs The Dwarven Baby by the left lower arm with his right lower arm!
The Troll locks The Dwarven Baby's left elbow with The Troll's right lower arm!
The Crossbow Dwarf punches The Troll in the upper body from behind with her right hand, bruising the muscle and bruising the left lung!
The Crossbow Dwarf punches The Troll in the head from the side with his right hand, bruising the muscle!
The Dwarven Baby punches The Troll in the lower body with his right hand, bruising the muscle!
The Troll bends The Dwarven Baby's left lower arm with The Troll's right lower arm, shattering the left elbow's bone!
A ligament in the left elbow has been torn and a tendon has been torn!

A forgotten lizrad-beast showed up. The marksdwarves put it down without incident or casualty. But we dont have a protocol in place to evacuate the citizens from the caverns should it come to it. For shame.

Goblin ambush showed up and murderized the human caravans. They then ran off. We'll scavage what we can, but I think they came for the loot rather than us.

pedit: a goblin thief showed up, stabbed a child several times, shoved it into its bag, and ran off yelping and laughing.
[Spoiler](#) (click to show/hide)

FPS: 120 (60)

<<giant cave spider silk bag>>

Weight: 20f

Basic Value: 40*

Contents:

Erib Uzoledud, Dwarven Child

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **piisskop** on **October 11, 2015, 07:18:27 pm**

We begin testing some setups for the arena, which is currently stocked with all the undesirables. Sans the ones that the other scum didnt fancy, like the crundles.

A cloud caught some caupichins, who pathed into our fort and we had to eliminate.
[Spoiler](#) (click to show/hide)



I learned that mutants can be trained, ironically enough. Sounds like a loyalty cascuae waiting to happen.
Game crashed. Not sure why.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **4maskedwolf** on **October 11, 2015, 07:48:39 pm**

No piisskop, no preference. Whatever you care to dwarf me as is fine.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 12, 2015, 03:09:10 pm**

Quote from: piisskop on October 11, 2015, 07:18:27 pm
I learned that mutants can be trained, ironically enough. Sounds like a loyalty cascuae waiting to happen.
Game crashed. Not sure why.

Oh, that's ominous. How much progress did you lose?

Weird about the mutants. The thought never occurred to me that they could still be trainable, but **checks** it doesn't look like I can remove the PET tag anyways, so.

Title: Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)

Post by: **piisskop** on **October 12, 2015, 03:25:58 pm**

a season or less. I was only playing in between classes. I'm only going to go until the new year. Im in autumn.

Title: Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)

Post by: **Mr Frog** on **October 13, 2015, 12:41:42 am**

Quote from: pisskop on October 12, 2015, 03:25:58 pm

a season or less. I was only playing in between classes. I'm only going to go until the new year. Im in autumn.

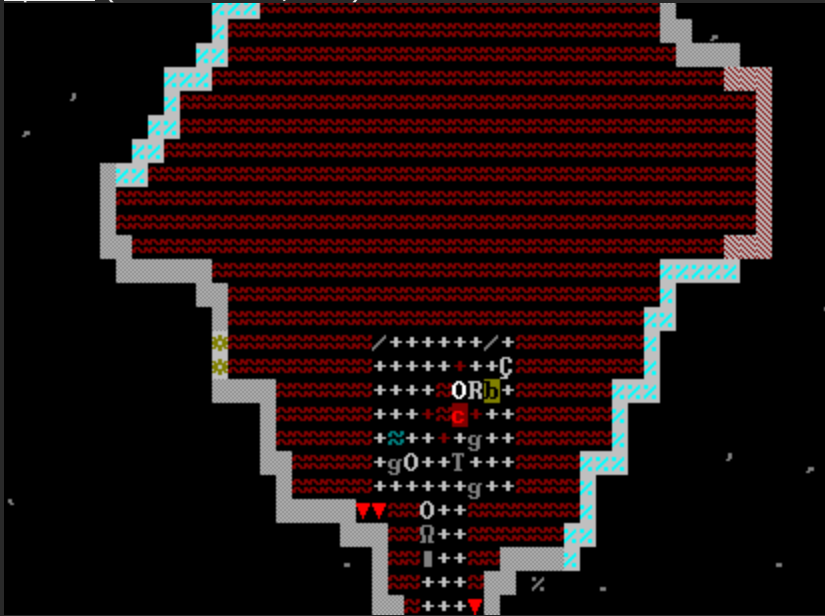
Okiedokie. Suit yourself, bro.

Title: Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)

Post by: **piisskop** on **October 13, 2015, 12:41:02 pm**

first test of the arena today. A mutant chaupychin went in, and the reacher and the captives from the goblin civ threw it into the magma after bleeding it a little.

Spoiler (click to show/hide)



Funny how a foul creature like a reacher gets along well with tamed ogres and goblin thieves and banshee pikemen.

Other than, nothing much happening. I took the initiative to place pike traps at the depot entrance. 1 line of them. The clothing industry is humming, and Ive assigned myself dimple dyed forgotten beast silk and steel weaponry.

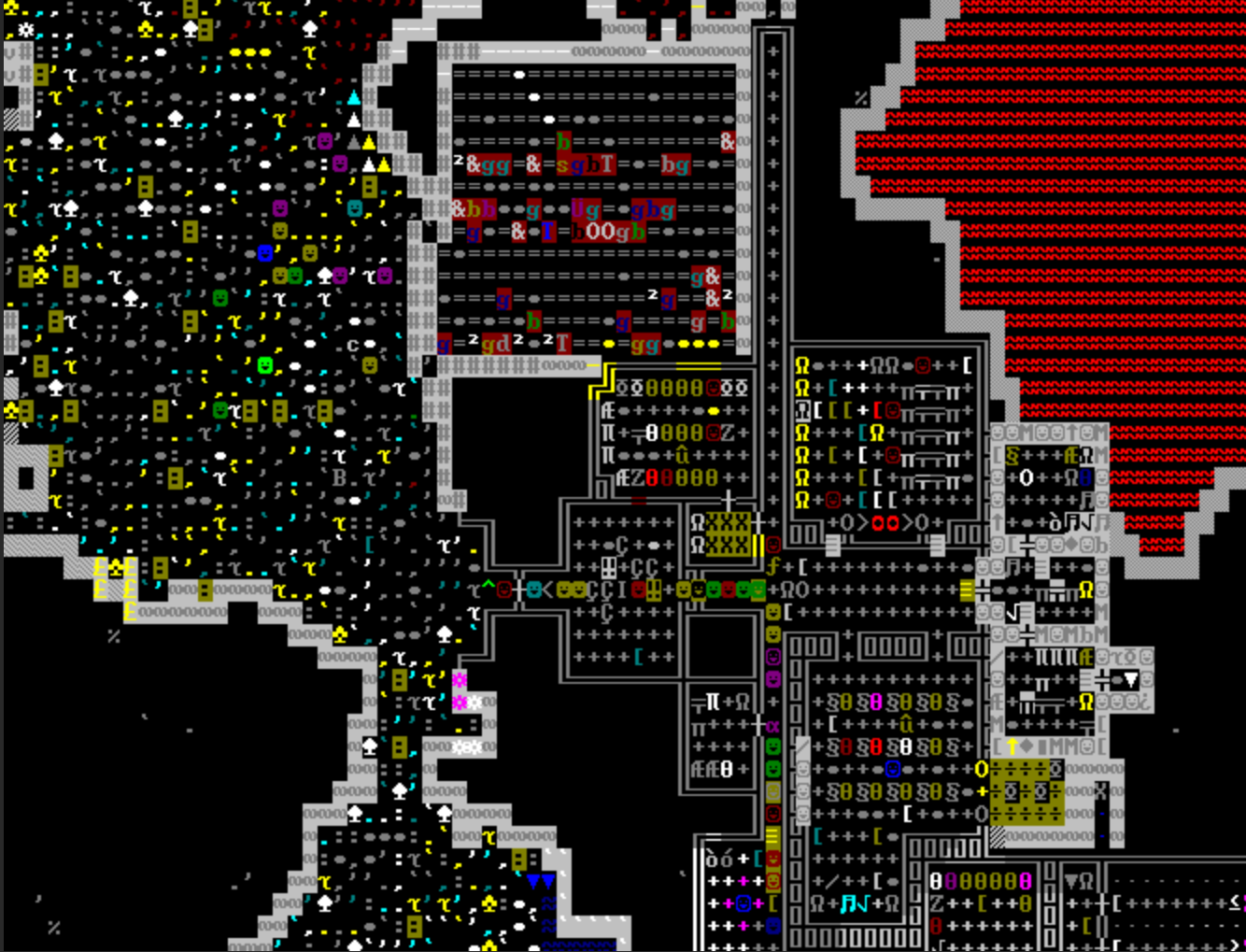
Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**

Post by: **piisskop** on **October 13, 2015, 02:11:40 pm**

In Timber, the goblins came. They pincerd us with the help of a giant crab with stingers. We will deal with the FB first, since we are shut off from the outside while we organized our defenders. The 100 goblins will have to wait for us. They are on our land, on our time.

Somebody locked the cavern door, but I fixed that. Seems silly to. As we assemble in the cavern, my son comes with me to have a chat. Because he's a brave lad.

Spoiler (click to show/hide)



Title: Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)

Post by: **piisskop** on **October 15, 2015, 11:45:19 am**

After waiting for the better part of 2 weeks, it became the crab-monster just wanted to live close to us, not threaten our very existence. Duh! We called off the stations, and gave the military time to rest while we examined the goblin force topside. Just under 100 strong, touting 2-3 packs of ogres, the force even included a master pikeman or two. Scary o.o

Well, after calling off the hunting party the crab decided to surface! The checky bugger was found stalking out refuse stockpile until the manager came by to grab a bone or three. Chasing after the portly dwarf, I can safely say the crab is an even slower forward walker than that poor dwarf is a runner! Staying one step ahead of the beast, the manager is saved by the arriving marksdwarves, who bravely engage it in melee while he flees. It also appears the Forgotten crustatean is clusmy, as it has yet to land a blow . . .

Spoiler (click to show/hide)



A stubborn monster, the crab continued to chase down the manager, even after he ran inside the fortress. That of course resulted in free shots for our militia. And easy kill, all said and done.

Spoiler (click to show/hide)

A ligament has been torn and a tendon has been torn!
The Mace Dwarf bashes The Forgotten Beast in the right second leg from the side with her *silver mace*, tearing the fat and bruising the muscle!
The Spear Dwarf stabs The Forgotten Beast in the left second foot from behind with her {iron spear}, tearing the muscle!
A ligament has been torn and a tendon has been torn!
The {iron spear} has lodged firmly in the wound!
→The Crossbow Dwarf punches The Forgotten Beast in the head from the side with her right hand, tearing the fat and bruising the muscle and bruising the brain!

I have designated a 'Gym' of sorts. Residents will be able to pump air at their leisure, resulting in a strong populace. I hope the military will make great use of this.

On the same token, I have so many extra gold statues that I have decided to create a statue garden/zoo for the public. Using 24 golden statues and 10 cages, we will renovate the old hospital and create a hven for our stressed bretheran, so that they might live better, more fluid lives.

Spoiler (click to show/hide)



Spoiler (click to show/hide)



While designating more hematite to be drawn, I noticed our chief lumberdwarf was missing a leg, and was not using a crutch. She was *crawling* out into the caverns to chop trees, her child riding on her back like she was some kind of pack animal! Disgusting. I have ordered an indeterminate amount of splints and crutches to be made from wood.

Hey, does anyone know why the armorsmiths arent smithing the iron into armor? The weaponsmith jumps at the chance to work with iron. Also, Im ordering the production of iron serrated disks and spiked balls. We have over 200 iron bars, 0 steel bars, and Ive used almost all our copper for crafts and jugs.

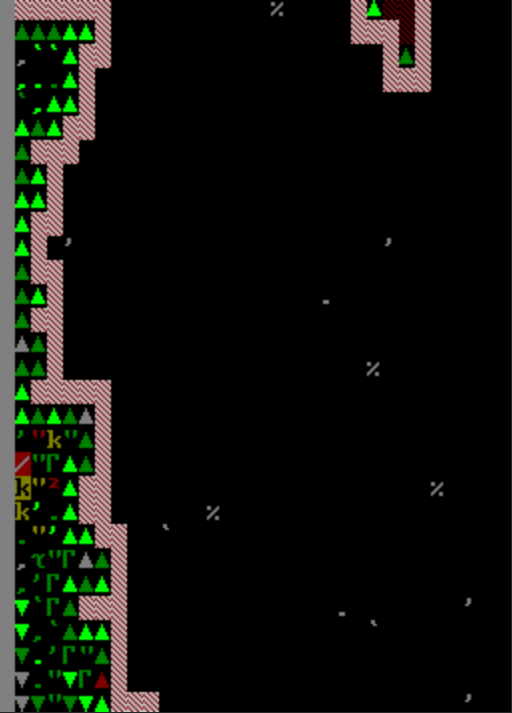
SKULKING VERMIN!! :o

The kobolds have been so successful in looting our battlefields that they have tried to ambush us in force! bwahahahahaha!

I guess they didnt get the memo that the goblins are first in line, and now will have to contend.

Due to the seething mist one of them got snagged and they were outed that way. Now they just kind hang around their broken and unconcious leader, waiting for orders. How organized for them, really.

Spoiler (click to show/hide)



The goblins left in late late opal. The kobolds avoided their wrath, and now will be cleaned up at our leisure. Ive been busy with internal engraving management, trying to build in an orderly fashion.

Another forgotten beast. A newt? Something with vapors. It hung out in the flooded cavern, and the moment I stopped paying attention it went after our pastured pet alpaca. We rushed out, and some of us were covered in its vapors. I dont know what they vapor did, but the whole of the 1st marksdwarves were sick to their stomache for a week. We spent the time in recovery in the hospital, and were released in time to continue our live training on a kobold ambush. Bold little peckers, enh?

The year closed to an end, and we thusly passed fromour inefficient mess into something more managable. Elections are coming up, hopefully we can keep our designated mayor instead of that jerkwad Krypta.

Here you go (<http://dffd.bay12games.com/file.php?id=11212>) Take care of it, we have a keeper. More or less. Less.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Splint** on **October 15, 2015, 01:18:57 pm**

Stupid Krypta and her world gen social skills.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 17, 2015, 02:32:56 pm**

Crap, didn't realise Pisskop uploaded his save. Sorry bros, kinda dropped the ball there. Hahaha. Gonna get everyone PM'd up in a bit.

E: PM has been sent to Taupe. Man, I'm embarrassed. Hahaha.

E2: Sample from the writing piece I'm currently sporadically working on:

Spoiler (click to show/hide)

This was the Pit, located in the depths of Mirrorrasped, the former capital of the Torrid Lash -- a purgatory worthy of the continent's most glorious empire (according to its own records, and Tumam help anyone who implied otherwise).

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **4maskwolf** on **October 17, 2015, 04:10:17 pm**

Sign me up for a turn, please.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **pisskop** on **October 17, 2015, 04:25:40 pm**

wheee \o/

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 17, 2015, 08:18:16 pm**

Quote from: 4maskwolf on October 17, 2015, 04:10:17 pm

Sign me up for a turn, please.

Done.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Taupe** on **October 18, 2015, 07:52:01 pm**

So it's my turn huh? I'll be sure to get to it this week. It'll have to wait until Wednesday, tho, as I've got some pretty important classes on Tuesday I need to prepare for.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 18, 2015, 11:59:33 pm**

Quote from: Taupe on October 18, 2015, 07:52:01 pm

So it's my turn huh? I'll be sure to get to it this week. It'll have to wait until Wednesday, tho, as I've got some pretty important classes on Tuesday I need to prepare for.

Okiedokie. Hopefully I can finish my next story piece (which I can guarantee will not so much as mention You-Know-Who) to fill in the gap in the meantime.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Lolfail0009** on **October 19, 2015, 12:02:58 am**

...If I can find time, perhaps I'll get to writing a piece for Zetta. About time, right..? Heh

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 19, 2015, 02:11:12 pm**

Quote from: Lolfail0009 on October 19, 2015, 12:02:58 am

...If I can find time, perhaps I'll get to writing a piece for Zetta. About time, right..? Heh

Please do!

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Aldraglienon** on **October 20, 2015, 12:50:18 am**

I have been lurking for a while now and have decided to bite the bullet sign up and request a dwarf.

Name: Aldraglienon
Job: Weaponsmith

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 20, 2015, 01:05:40 am**

Quote from: Aldraglienon on October 20, 2015, 12:50:18 am

I have been lurking for a while now and have decided to bite the bullet sign up and request a dwarf.

Name: Aldraglienon
Job: Weaponsmith

Okiedokie, adding you to the turn list. Pleased to have you aboard!

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 22, 2015, 02:45:31 am**

Eyyy Taupe how's it hanging

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Taupe** on **October 22, 2015, 04:04:01 am**

I started playing today. Surprise visit from the parents is currently limiting progress, against my best wishes. I should be able to post spring on friday evening. The big issue with the write-up will be to circonvent the fact that I'm sort of dead. ???

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 22, 2015, 02:10:40 pm**

Quote from: Taupe on October 22, 2015, 04:04:01 am

I started playing today. Surprise visit from the parents is currently limiting progress, against my best wishes. I should be able to post spring on friday evening. The big issue with the write-up will be to circonvent the fact that I'm sort of dead. ???

Just bullshit something. Magic. Supernatural possession. I'm not going to be picky as long as it's not completely-stupid. I just want updates, lol.

Extension until Friday granted, but please don't push it too far past that. I'm going to be a bit more lenient concerning time limits than in the past seeing as how school is in full swing for most of us and I *really* think a silly forum game should not have to take priority.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **piisskop** on **October 22, 2015, 02:11:55 pm**

A ghost whose memorial was botched so they are still around but cant be seen or even felt.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Taupe** on **October 23, 2015, 09:31:41 pm**

Spring is completed. Im currently using my phone, as the wifi went down and my roomates are troubleshooting the fuck out of it right now. Yes, that means no lenghty write-up for the time being.

A banshee was causing trouble in the arena, and her goblin friends were interrupting the dumpers. Apparently we are using most of the population to dump things straight above live enemies. Lots of problems ensued, so I dispatched the archers to shoot the enemies. Some of them got pushed downstairs and were trampled by the ogres when the banshee paralysed them on the ledge.

The melee units got in to solve the issue. Then the haulers grabbed stuff in the arena just as a cloud of dust rolled inside the caldera. Giant murderous babies are... an interesring feature, lets just say that. This led to a lot of scoobidoo chases around the fort, and lots of kids ignored burrowd to become their own supermutant characters. Fucking kids.

Right as the mutants were dealt with, a siege of banshee arrived and mass-paralysed half the army while a bunch of ogres stomped on their skulls. Named dwarves died. More on that when i can post screenshots. The fight is won, but we've lost about twenty dwarves so far, half children and half soldiers. The survivors are asleep outside or tantruming. This is a glorious fortress.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Aldraglienon** on **October 23, 2015, 09:59:25 pm**

After reading that update, I only have one question. Did I get dwarfed and die within only a few months? If I did good first dwarfing then.
;P

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **piisskop** on **October 23, 2015, 10:00:36 pm**

Those were awaiting death by husking or combat. :-\

I guess the kids got th husking, and they the combat. I did try to release the caged prisoners for husking, but its harder to anticipate their movement verus the clouds. They ran inside to die/get caged.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 23, 2015, 10:13:21 pm**

Quote from: Taupe on October 23, 2015, 09:31:41 pm

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Yesss more quotes for the quotes bank

E: So should I add Taupe's previous post to the Official Update List™?

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Taupe** on **October 23, 2015, 10:16:23 pm**

Quote from: Mr Frog on October 23, 2015, 10:13:21 pm

Quote from: Taupe on October 23, 2015, 09:31:41 pm

Right as the mutants were dealt with, a siege of banshee arrived and mass-paralysed half the army while a bunch of ogres stomped on their skulls. Named dwarves died. More on that when i can post screenshots. The fight is won, but we've lost about twenty dwarves so far, half children and half soldiers. The survivors are asleep outside or tantruming. This is a glorious fortress.

Yesss more quotes for the quotes bank

Altho I failed to screencap it on time because of the smoke cloud, someone dropkicked a 10 foot tall mutated baby into the volcano. A hauler celebrated by dumping a basalt block on our hero and crushing his lungs. This was a fucking *mess*.

At first I looked at the fortress and saw beutiful rooms and well-organised workers, Pisskop having left the place in a seemingly beautiful shape. Then chaos wheeled its van at the front door and did a few drive-by the moment I unpaused. The good news is, we have a lot of spare dwarves at the moment. I'll grab a few and replace the missing soldiers. As for my dwarf, I went ahead and retitled Zaneg as the "Captain's widow", and I'll be using her as the narrator for the year.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 23, 2015, 10:33:22 pm**

Quote from: Taupe on October 23, 2015, 10:16:23 pm

Quote from: Mr Frog on October 23, 2015, 10:13:21 pm

Quote from: Taupe on October 23, 2015, 09:31:41 pm

Right as the mutants were dealt with, a siege of banshee arrived and mass-paralysed half the army while a bunch of ogres stomped on their skulls. Named dwarves died. More on that when i can post screenshots. The fight is won, but we've lost about twenty dwarves so far, half children and half soldiers. The survivors are asleep outside or tantruming. This is a glorious fortress.

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I am vibrating in my seat in anticipation of the writeup.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Splint** on **October 23, 2015, 10:39:50 pm**

All I got out of this is "Baby kicked into volcano."

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 24, 2015, 02:31:59 am**

Quote from: Splint on October 23, 2015, 10:39:50 pm

All I got out of this is "Baby kicked into volcano."

TBH I'm kinda nervous now. This year started so explosively that it can only end in two ways: a massive, no-holds-barred orgy of violence and destruction in which 90% of the fort dies, or disappointment.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Taupe** on **October 26, 2015, 12:15:36 am**

Spoiler (click to show/hide)

FPS: 100 (50)

Zaneg Olenroldeth, "Zaneg Gearanguished", Captain's Widow

Zaneg Olenroldeth has been fine lately. She was enraged by long patrol duty lately. She has complained of thirst lately. She is married to 'Iaupe' Crystalknots the Earthen Universe of Chaining. She is the daughter of Id Chantwind and Sibrek Mirrortarget. She is a casual worshipper of Tuman, a worshipper of Athnar Reignsquare and an ardent worshipper of Ok Cradledave. She is a citizen of the Iaupe lach. She is a member of the Everlasting Bodices. She is a former member of The Excavated Spear. She is a former member of The Sienna Fellowship. She is an enemy of The Gale of Staves. She is an enemy of The Dimpled Swamp. She is an enemy of The Wealthy Sabre. She is an enemy of The Ruthlessness of Rampaging. She is the militia captain of The Everlasting Bodices. She arrived at Siderich on the 14th of Elter in the year 202. She is eighty-seven years old, born on the 28th of Malachite in the year 121. She is very short. Her hair is clean-shaven. Her sepia skin is wrinkled. Her lower body bears a tiny straight scar. Her ears are slightly flattened. Her eyes are heliotrope. Her nose bridge is somewhat concave. Zaneg Olenroldeth likes olivine, electrum, melanite, goblin-cap wood, picks, barrels, crutches and opah for their coloration. When possible, she prefers to consume thrips and dwarven ale. She absolutely detests lizards. She has a bad singing voice. She likes music and a good intellect, but she has little tolerance for snakes and a questionable spatial sense. She rarely feels discouraged. She is very energetic and active. She doesn't need thrills or risks in life. She is grounded in reality. She strives for excellence. She needs alcohol to get through the working day. She does not mind being outdoors, at least for a time.

The captain's widow was nervous. A summon by His Gaudiness could hardly be good. Not after the events of last season. Everything had been so hectic, so chaotic. They just spent the last months running around, fighting, bleeding, cleaning, and fighting some more. Too much to do and too little time to do it. Nobody had truly taken charge, or reported to the king.

And now Erib wanted that report.

Worse, he wanted her to report. Of all the soldiers, why did it have to be her? Just thinking about the recent events made her... uneasy. the banshees and the ogres and even that guy accidentally crushed by a hauler, she could bear. thinking about those... monsters... that was something else. It was hard to watch fellow soldiers put down like animals. It reminded her of her husband, of his last moments. No longer a sergeant, not even a dwarf, simply... a thing. A monstrous, monstrous thing.

"When you look at the numbers, it's not so bad, joked Urist. With over 220 souls here, we've only just lost like ten percent. This fortress had worse...
-Well, *you* tell that to the king then, Zaneg replied.
-Heh, I'll pass."

Spoiler (click to show/hide)

FPS: 100 (49)

Uuzdedishol Kurel Merig, "Stalefrigid the Lion of Clrfyng", a phyllite thron

This is a phyllite throne. All craftsduwarfship is of the highest quality. It is encrusted with round phyllite cabochons, round basalt cabochons and radiant cut red flash opals and encircled with bands of black bear bone, rose gold and llama wool. This object is adorned with hanging rings of diorite and menaces with spikes of lay pewter, rope reed fiber and forgotten beast silk.

Zaneg was no moron. If the king wanted to see her, better make sure he was in a good mood. Especially with the news he'd have to swallow. Luckily for the Captain's widow, some mason or another recently completed a marvelous phyllite throne. She couldn't remember which one, frankly. Clubbermountain had so many people at this point, and a third of them had been drafted into the army. There were enough of them living in the barracks to make up a mini-fortress of their own. Zaneg hardly left the training grounds or the armory. Her world was her fellow soldiers, her daily meals in the mess hall, her long, tiring patrols. She hardly knew anyone outside the chain of command. that mason who made the new throne, he could be one of the corpses littering the arena for all she knew.

His gaudiness was sitting in the throne room. On a different throne. Zaneg asked for her gift to be placed there; obviously no one had told her the king already had a worthy seat.

"Captain Zaneg, his voice boomed.
-Your Gaudiness! she said, bowing. I asked the masons to bring you a new chair...
-Yeah, well, it's in my bedroom or something. I put it over a floor engraving of a "criminal masterplan" by some Jef. It was very unpleasant to the eyes.
-I can... imagine, your Gaudiness.
-Anyway! I have heard disturbing tales about the fortress recently. Most... unpleasant tales. Pisskop assured me that his overhaul of the fortress would leave us with a functional and safe city, so I'm really, really puzzled by those rumors..."

Zaneg began to explain. Pisskop did, in fact, leave a very wonderful chain of orders and instructions. The haulers, workers and crafters have all been at work, with very few idlers, if any. truly, the place was running smoothly, save for one, tiny detail.

Spoiler (click to show/hide)

The flying <≡forgotten beast bone bolt≡> strikes The Banshee Pikeman in the right upper leg, chipping the bone through the <phantom spider silk trousers>!
A tendon has been torn!
The Banshee Pikeman gives in to pain.
The flying <≡forgotten beast bone bolt≡> strikes The Banshee Pikeman in the right upper arm, chipping the bone and chipping the right shoulder's bone through the <great horned owl leather robe>!
A tendon has been torn!
A ligament in the right shoulder has been torn and a tendon has been torn!
The Banshee Pikeman loses hold of the <copper pike>.
The flying <✱forgotten beast bone bolt✱> strikes The Banshee Pikeman in the left lower arm, chipping the bone through the <great horned owl leather robe>!
A ligament has been torn and a tendon has been torn!
The flying <✱forgotten beast bone bolt✱> strikes The Banshee Pikeman in the left upper leg, chipping the bone through the <phantom spider silk trousers>!
A tendon has been torn!
The Banshee Pikeman regains consciousness.
The Banshee Pikeman gives in to pain.
The flying <✱forgotten beast bone bolt✱> strikes The Banshee Pikeman in the left lower arm, chipping the bone through the <great horned owl leather robe>!
A ligament has been torn and a tendon has been torn!
The flying <✱forgotten beast bone bolt✱> strikes The Banshee Pikeman in the upper body, tearing the muscle, chipping the left false ribs and tearing the heart through the <iron breastplate>!
A major artery in the heart has been opened by the attack!
A tendon in the left false ribs has been torn!
The <✱forgotten beast bone bolt✱> has lodged firmly in the wound!
The flying <✱forgotten beast bone bolt✱> strikes The Banshee Pikeman in the right upper leg, chipping the bone through the <phantom spider silk trousers>!
A tendon has been torn!
The flying <≡forgotten beast bone bolt≡> strikes The Banshee Pikeman in the left lower arm, fracturing the bone through the <great horned owl leather robe>!
A motor nerve has been severed, a ligament has been torn and a tendon has been torn!
The flying <≡forgotten beast bone bolt≡> strikes The Banshee Pikeman in the tongue, tearing the left cheek through the <great horned owl leather robe>!
The <≡forgotten beast bone bolt≡> has lodged firmly in the wound!
The flying <≡forgotten beast bone bolt≡> strikes The Banshee Pikeman in the upper body, tearing the muscle, chipping the left true ribs and tearing the left lung through the <iron breastplate>!
A tendon in the left true ribs has been torn!
The Banshee Pikeman is having trouble breathing!
The flying <≡forgotten beast bone bolt≡> strikes The Banshee Pikeman in the left upper leg, chipping the bone through the <phantom spider silk trousers>!
A tendon has been torn!
The Banshee Pikeman regains consciousness.
➤The Banshee Pikeman gives in to pain.

"Your Gaudiness, it seems the previo0us overseer built an arena to pit various captives against one another.
-Why yes I've been very eager to see it in action. Who won?
-Nobody, I'm afraid. the captives simply... teamed up and refused to fight. The ogres and goblins formed a defensive perimeter and surrounded the banshee in there, wich began to... do the banshee thing."

Zaneg continues the tale. She explains that the ranged squads decided to use the opportunity as some sort of live training. That banshee had to be stopped, and there was a platform over the arena. The haulers were instructed to dump many unwanted items in there, but the ogre-goblin coalition scared them, and most of them simply dropped their stuff on the ground and went for a drink. That alone was bag, but the banshee began to scrrech and cripple some residents. It was going well for a time, until...

Spoiler (click to show/hide)

The spinning basalt strikes The Crossbow Dwarf in the left lower arm, bruising the muscle through the x<pig tail fiber coat>x!
The spinning basalt strikes The Crossbow Dwarf in the right upper leg, bruising the bone through the iron chain leggings!
The spinning basalt strikes The Crossbow Dwarf in the lower body, bruising the muscle and bruising the stomach through the iron chain leggings!
The spinning basalt strikes The Crossbow Dwarf in the left lower arm, bruising the muscle through the x<pig tail fiber coat>x!
The spinning basalt laced with Shorast Twotin's dwarf blood strikes The Crossbow Dwarf in the upper body, bruising the muscle, jamming the left false ribs through the heart and tearing the heart!
A major artery in the heart has been opened by the attack!
The Crossbow Dwarf gives in to pain.
The Crossbow Dwarf falls over.
→Shorast Nobakrul, Crossbow Dwarf has bled to death.

Well, until someone fell down there. The goblins picked up a ranged weapon that was clumsily dumped, and opened fire. the soldiers tried to dodge, but slipped on the pile of junk left by the terrified haulers. Marksdwarves began to plummet into the arena. Some haulers tried to help by dumping items on the goblins, only to crush a dude's head in with a block of basalt.

"Obviously, the soldiers began to mass at the gate, and we sent in the cavalry, your Gaudiness. We hum, we reacted quickly I swear."

Spoiler (click to show/hide)



Spoiler (click to show/hide)



"But we couldn't react fast enough. The mist, it was upon us too fast. some haulers tried to reclaim the items left by the fallen, but they were turned into...
-Yes?
-Into... *things*. Those unnatural mutants."

Spoiler (click to show/hide)

The Mace Dwarf bashes The Dwarven Baby mutant in the right lower arm with her ñsilver maceñ, bruising the muscle!
The Mace Dwarf stands up.
The Mace Dwarf stands up.
The Mace Dwarf attacks The Weaver mutant but She jumps away!
The Mace Dwarf bashes The Weaver mutant in the right lower arm with her ñsilver maceñ, bruising the muscle through the giant cave spider silk cloak!
The Mace Dwarf bashes The Weaver mutant in the right hand with her ñsilver maceñ, bruising the muscle through the <alpaca wool right glove>!
The Mace Dwarf attacks The Weaver mutant but She jumps away!
The Mace Dwarf bashes The Dwarven Baby mutant in the left hand with her ñsilver maceñ, bruising the muscle!
The Dwarven Baby mutant has become enraged!
→The Mace Dwarf bashes The Dwarven Baby mutant in the right foot with her ñsilver maceñ, shattering the bone!

Spoiler (click to show/hide)

The Mace Dwarf bashes The Dwarven Baby mutant in the right lower arm with her ≡silver mace≡, bruising the muscle!
The Mace Dwarf bashes The Dwarven Baby mutant in the left hand with her ≡silver mace≡, bruising the muscle!
The Dwarven Baby mutant has become enraged!
The Mace Dwarf bashes The Dwarven Baby mutant in the right foot with her ≡silver mace≡, shattering the bone!
The Mace Dwarf strikes The Dwarven Baby mutant in the right lower arm with her ≡tower-cap shield≡, bruising the muscle!
The Mace Dwarf bashes The Dwarven Baby mutant in the lower body with her ≡silver mace≡, bruising the muscle and bruising the right kidney!
The Mace Dwarf bashes The Dwarven Baby mutant in the left lower leg with her ≡silver mace≡, bruising the muscle!
The Mace Dwarf bashes The Dwarven Baby mutant in the left hand with her ≡silver mace≡, bruising the muscle!
The Dwarven Baby mutant gives in to pain.
The Dwarven Baby mutant slams into the Weaver mutant!
The Dwarven Baby mutant slams into an obstacle!
The Dwarven Baby mutant's left upper leg takes the full force of the impact, bruising the fat!
The Dwarven Baby mutant's head takes the full force of the impact, bruising the fat!
The Hammer Dwarf bashes The Dwarven Baby mutant in the head with his *silver war hammer*, bruising the muscle and tearing apart the upper spine's nervous tissue!
The Hammer Dwarf bashes The Dwarven Baby mutant in the head with his *silver war hammer*, bruising the muscle, jamming the skull through the →brain and tearing apart the brain!
The *silver war hammer* has lodged firmly in the wound!
Unib Datanrurast, Dwarven Baby mutant has been struck down.

"People panicked. a trained, well-armed mutated soldier is no joke amidst civilians, your Gaudiness. We did what we could. the soldiers, they had to contain the monsters. The civilians were so afraid, withnessing a ten foot tall baby tying to split them in half. many babies turned. too many. One of them was kicked into the colvano. It burned, and the smoke just filled the arena.
-That's... bad.
-It was a mess, sir, a very total fucking mess."

Spoiler (click to show/hide)

Neu Toitongusid, Goblin Bowman	Caged Prisoner
Ber Xuspgassotuk, Goblin Crossbowman	Caged Prisoner
Giant Rat	Wild Animal <Caged>
Dostngosp Nosostzom, Goblin Thief	Caged Prisoner
Zotir Lishbanik, Forgotten Beast	Uninvited Guest
Blind Cave Ogre	Wild Animal <Chained>
ast Oneltusung, Dwarven Child mutant	Opposed to life
Atis icumstinthäd, Spear Dwarf mutant	Opposed to life
Rigöth itdünsazir, Dwarven Child mutant	Opposed to life
GiantOwl	Wild Animal
Ber Åblelkol, Chef mutant	Opposed to life
Ultærkobem, Magma Crab	Wild Animal

Spoiler (click to show/hide)

The Python mutant bites The Cassowary in the right foot, tearing the muscle!
An artery has been opened by the attack!
The Python mutant latches on firmly!
The Cassowary breaks the grip of The Python mutant's teeth from The Cassowary's right foot!
The Python mutant bites The Cassowary in the right lower leg, tearing the muscle!
An artery has been opened by the attack!
The Python mutant latches on firmly!
The Cassowary misses The Python mutant!
→The Cassowary breaks the grip of The Python mutant's teeth on The Cassowary's right lower leg.

"By Armok I can't even begin to explain... The babies creeped the hell out of some crafters and their family. People panicked. They ignored restrictions. Those monsters were in the fort, your gaudiness, so nobody cared anymore about burrows. They hum, some people ran outside.
-I take it they turned?
-Yes. Suddenly we had more mutants on our hands. I tried to show leadership. I didn't want... more people to run out. we cleared the inside, and I told everyone to gather outside at the gate. To shoot the mutants that came close, but without giving chase. To avoid the dust, really. but we had to stop those creatures from coming in, and I felt... I felt we owned it to our fellow brothers in arms to give them a swift death. Your Gaudiness."

Spoiler (click to show/hide)

'Crashmaster' Eribbecor, Weaponsmith cancels Store Item in Stockpile: Item inaccessible.
→'Mahoney' Tosidläl, Spear Dwarf is throwing a tantrum!

Spoiler (click to show/hide)

The Sword Dwarf stabs The Spear Dwarf mutant in the right foot with her +iron short sword+, tearing apart the muscle through the <phantom spider silk shoe>!
A sensory nerve has been severed!
The +iron short sword+ has lodged firmly in the wound!
The Spear Dwarf mutant falls over.
The Sword Dwarf slashes The Spear Dwarf mutant in the right hand with her +iron short sword+, tearing apart the muscle through the x<coati leather right glove>x!
A motor nerve has been severed!
The +iron short sword+ has lodged firmly in the wound!
The Sword Dwarf stabs The Spear Dwarf mutant in the lower body with her +iron short sword+, tearing the muscle and bruising the guts through the <strangler leather trousers>!
The Sword Dwarf slashes The Spear Dwarf mutant in the left foot with her +iron short sword+, tearing apart the muscle through the x<wild boar leather shoe>x!
An artery has been opened by the attack!
The +iron short sword+ has lodged firmly in the wound!
The Sword Dwarf slashes The Spear Dwarf mutant in the left foot with her +iron short sword+, tearing apart the muscle through the x<wild boar leather shoe>x!
The +iron short sword+ has lodged firmly in the wound!
The Sword Dwarf twists the embedded +iron short sword+ around in The Spear Dwarf mutant's left foot!
The Spear Dwarf mutant gives in to pain.
The Sword Dwarf slashes The Spear Dwarf mutant in the head with her +iron short sword+, tearing apart the muscle, shattering the skull and tearing apart the brain through the x<giant cave spider silk cap>x!
A tendon in the skull has been torn!
→Atis icumstinthäd, Spear Dwarf mutant has been struck down.

The king pondered for a moment. Erib was slowly processing the mess that was befalling his new seat.

"Well. I hope they died honorably.
-Sir, I wish that was the case, but the soldiers... Some of us kept our composure, but others began to snap, and fight among themselves. Others gave chase and ignored orders.

-You lost your husband to those mutants, am I correct?
-Sir, that is correct. Your Gaudiness. He was killed by the mutants. I mean... he was... one of them. And he was killed after that. Sir."

Spoiler (click to show/hide)

FPS: 100 <48>

The Enemy Is Upon Us!

A vile force of darkness has arrived!

Spoiler (click to show/hide)

	Invader
Raebmae, Ogre	Invader
Mieroh, Ogre	Invader
Semme, Ogre	Invader
Ieralle, Ogre	Invader
Vjinne, Ogre	Invader
Ulshie, Ogre	Invader
Lanne, Ogre	Invader
Soszye, Ogre	Invader
Bilrie, Ogress	Invader
Rinalle, Ogress	Invader
Morubou, Ogress	Invader
Lirnou, Ogress	Invader
Ieva, Ogress	Invader
Emie, Ogress	Invader
Relrarre, Ogress	Invader
Jaedie, Ogress	Invader
Ohlerre, Ogre	Invader
Relrarre, Ogre	Invader
Irnae, Ogre	Invader
Disoh, Ogre	Invader
Damsoh Aeshlohoohmyamme, Banshee Bowman	Invader
Jonne Olirrejalle, Banshee Bowman	Invader
Ohsralle Oumyirremobh, Banshee Bowman	Invader
Zazulle Medhdarlou, Banshee Bowman	Invader
Arbsoh Ymurrebiesenne, Banshee Bowman	Invader
Amjebh Risboulamjiz, Banshee Bowman	Invader
Raebmae Aerillenerre, Banshee Bowman	Invader
Louvsarre Zessiemarre, Banshee Bowman	Invader
Lirvnomme Mommenanne, Banshee Bowman	Invader
Ulie Zeshige, Banshee Bowman	Invader
Ransholle Daejirreoulirre, Banshee Bowman	Invader
Lyblith Ryvsorrenes, Banshee Bowman	Invader
Uodh Bohsebhdilille, Banshee Bowman	Invader
Voumsye Nurbsaesurou, Banshee Bowman	Invader
Sohrae Mynaeounjie, Banshee Bowman	Invader
Lohmurre Sievmouzilulirre, Banshee Swordmaster	Invader
Belmbenne Lyjmellevev, Banshee Crossbowman	Invader
Saebye Elvlyemalye, Banshee Crossbowman	Invader
Arbsoh Zivamjebh, Banshee Crossbowman	Invader
Saz Bubhmiebmelle, Banshee Crossbowman	Invader
Ybzoh Bigemynulle, Banshee Crossbowman	Invader
Mohnenne Ounyejounyurre, Banshee Crossbowman	Invader
Azshae Abschurbshie, Banshee Crossbowman	Invader
Raemyae Uyblyeeldie, Banshee Crossbowman	Invader
Risdoh Sumothdarlou, Banshee Crossbowman	Invader
Oulirre Loujmiciaemjulle, Banshee Crossbowman	Invader
Biemulle Aerillejas, Banshee Crossbowman	Invader
Olibh Bouvousabie, Banshee Crossbowman	Invader
Soudelle Mohshiesymdaz, Banshee Crossbowman	Invader
Balshelle Oulirrerohbsorre, Banshee Crossbowman	Invader
Uybsye Balrohmemou, Banshee Crossbowman	Invader
Iejlie Rohridhulelle, Banshee Lasher	Invader
Bilrulle Ybzohoublou, Banshee Lasher	Invader
Rorlelle Loroudurre, Banshee Lasher	Invader
Sohrae Lubladebebh, Banshee Lasher	Invader
Iejlie Iensusjymsarre, Banshee Lasher	Invader
Lilzsy Olaziebvie, Banshee Lasher	Invader
Siemarre Iradie, Banshee Lasher	Invader
Jounyurre Urloubyjmae, Banshee Lasher	Invader
Lanne Zaerozmemou, Banshee Lasher	Invader
Ohvdoth Baebouierinne, Banshee Lasher	Invader
Naesa Luznie, Banshee Lasher	Invader
Barmyae Mothaerille, Banshee Lasher	Invader
Oshoh Liebiearsae, Banshee Lasher	Invader
Lyjmelle Oudshyelirae, Banshee Lasher	Invader
Siemarre Bohraenohlou, Banshee Lasher	Invader
Alath Amjebhziembolle, Banshee Hammer Lord	Invader
Oge Byshzaeurarre, Banshee Bowman	Invader
Lubla Dashoumoldrenne, Banshee Bowman	Invader
Luribh Jymsarrerarou, Banshee Bowman	Invader
Lushae Marohriezalle, Banshee Bowman	Invader
Sarnav Marlouraebmae, Banshee Bowman	Invader
Morubou Raeraedarlou, Banshee Bowman	Invader
Murre Ievaadlye, Banshee Bowman	Invader
Dounye Ohmabhbbarlus, Banshee Bowman	Invader
Jibleth Lunullemohvev, Banshee Bowman	Invader
Lohnie Aenyejoudie, Banshee Bowman	Invader
Mousurre Amyeverlith, Banshee Bowman	Invader
Abva Bieshmuvilshille, Banshee Bowman	Invader
Lirae Muriealath, Banshee Bowman	Invader
Soth Larrenohlou, Banshee Bowman	Invader
Aesye Dalohbige, Banshee Bowman	Invader

u: ViewCre. c: Zoom-Cre. h: Zoom-Rld. m: Manager. r: Remu Cre

"we were at our weakest. the soldiers were mobilised, but they were disorganised, and tantruming after witnessing poeople and babies turn into mutants. the banshees, that's what they came.
-Nasty little buggers.
-So many of them, Your Gaudiness. I was one of the few who stayed up when they scream in unison, but most of the soldiers fell down from the screeches. We fought on, but... the ogres were too strong. the unconscious dwarves were no match for us. a few attacked the lines. Others ran into the fortress unopposed. The banshees attacked relentlessly, from all sides. I the end we prevailed, but..."

Spoiler (click to show/hide)

Udíl Sákzulrerras, Stoner Crafter cancels Bring Item to Depot: Interrupted by Banshee Bowman.
Erush Ceroltomêm, Engineer cancels Bring Item to Depot: Interrupted by Banshee Bowman.
Minkot Essazir, Doctor cancels Diagnose Patient: Interrupted by Banshee Bowman.
Lòr amidineth, Mace Dwarf has been found dead.
'Mr Frog' Thusestdeler, Disturbed Stoneworker cancels Bring Item to Depot: Interrupted by Banshee Bowman.
Erib Akumamost, His Gaudiness cancels Store Item in Stockpile: Interrupted by Banshee Bowman.
Zefon Arzesmebzuth has created a masterpiece!
Iteb Dastotannek, Weaver cancels Store Item in Stockpile: Item inaccessible.
Momuz Gikutatis, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
'Gwolf2ki' Miskonos, Armoursmith cancels Store Item in Stockpile: Item inaccessible.
Iden Etesilral, Animal Trainer cancels Store Item in Stockpile: Item inaccessible.
Ducim Dastotasrer, Trader cancels Store Item in Stockpile: Interrupted by Banshee Bowman.
'Gwolf2ki' Miskonos, Armoursmith cancels Store Item in Stockpile: Item inaccessible.
Ducim Rinaldeler, Jeweler cancels Bring Item to Depot: Interrupted by Banshee Bowman.
'Jeff' Urdimodgúb, Farmer cancels Store Item in Stockpile: Interrupted by Banshee Bowman.
'Gwolf2ki' Miskonos, Armoursmith cancels Store Item in Stockpile: Interrupted by Banshee Bowman.
Rimtar Iholkilrud, Animal Trainer cancels Bring Item to Depot: Interrupted by Banshee Bowman.
Endok Sazirbiban, Miner cancels Bring Item to Depot: Interrupted by Banshee Bowman.
Bim Zonnirmek, Miner cancels Bring Item to Depot: Forbidden area.
Logem Nishmishak, Crossbow Dwarf cancels Pickup Equipment: Interrupted by Banshee Bowman.
'Leslie' Melbilrabed Konosmingtuth Nar, Spear Dwarf has been shot and killed.
Ducim Rinaldeler, Jeweler cancels Store Item in Stockpile: Item inaccessible.
Zefon Dakostgeth, Distiller cancels Dump Item: Drop-off inaccessible.
Ducim Rinaldeler, Jeweler cancels Store Item in Stockpile: Item inaccessible.
Rimtar Iholkilrud, Animal Trainer cancels Store Item in Stockpile: Item inaccessible.
Iden Urvadkivish has created a masterpiece!
Momuz Gikutatis, Clothesmaker cancels Store Item in Stockpile: Item inaccessible.
Erush Ceroltomêm, Engineer cancels Bring Item to Depot: Interrupted by Ogre.
Iden Urvadkivish, Blacksmith cancels Store Item in Stockpile: Item inaccessible.
As Dodóksodel, Planter cancels Store Item in Stockpile: Item inaccessible.
erith Stelidmeng, Herder cancels Dump Item: Drop-off inaccessible.
Iteb Dastotannek, Weaver cancels Bring Item to Depot: Forbidden area.
Dishmab Gimingiz, Pleb cancels Bring Item to Depot: Forbidden area.
→ 'Lisard' Mengnebél Lemlorläven Romek, Commissar has suffocated.
Iden Etesilral, Animal Trainer cancels Bring Item to Depot: Forbidden area.
'Hightower' Besmarmörul Tetóthgamil Fikod, Spear Dwarf has been struck down.
Erush Ceroltomêm, Engineer cancels Clean: Interrupted by Banshee Bowman.
Ducim Dastotasrer, Trader cancels Store Item in Stockpile: Interrupted by Banshee Bowman.
Imush Ginetíteb, Engineer cancels Bring Item to Depot: Interrupted by

Spoiler (click to show/hide)



"In the end, about 25 dwarves have lost their lives recently. Our soldiers are for the most part outside, lying on the ground, exposed to any future cloud. Many named dwarves died, including notables like Leellie, Lisard and Hightower. There was little we could do to save them, your Gaudiness."

Spoiler (click to show/hide)

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<div>Trader Profit: 0* Value: 0*</div>				<div>Value: 0* Allowed Weight: 2265Γ</div>			
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Spoiler (click to show/hide)



King Erib took a moment to reflect upon all he'd heard. He went around the room for a while, back and forth between the halls of the re-purposed manor. The captain's widow waited, anxious of the punishment that awaited her. Finally, his Gaudiness spoke:

"Captain Zaneg. I've decided to put you in charge of Clobbermountains.
-I'm... *what?*
-You heard me. You've lost your husband to the mutants. Compared to that, spawns, banshees or friends turned monsters will not be news to you. At least I know I have one toughened dwarf I can count on when the next siege happens. Plus, it's not like I have many soldiers ready to fight right now, do I?
-N...no, your Gaudiness.
-Well then, so be it. I've instructed the traders to get as much food and brewable items from the elves while they are here, in case we need to bunker up against our foes. I'll mandate a few additional maces and scepters, of the highest quality, to strenghten our armies. Apart from that, you are now in charge.
-Yes. Yes, your Gaudiness."

The captain bowed down once more, and left the throne room. She was now overseer. If this fortress was to go down, she'd be held accountable for it. Given the current situation, the odds weren't in her favor.

Frankly, she wish she'd just been hammered for delivering the news...

* * * * *

I'll try to go through that again tomorrow and fix a few typos, but right now I'm tired. I wanted to write this sooner, but my schedule is a mess right now. The fortress runs smoothly, and playing through all of it won't take too long, but I don't have the time or energy to make many posts about it. Truth be told, a few unexpected things have popped out in the last few days. I'm sort of sick, and that's putting a dent in my efficiency. There's been quite a few surprise guests over the week, including my parents showing up, and my roomates throwing a party over the weekend for the mid-semester break. I like *DF* as much as the next guy, but sometimes it's hard to ignore real life just to cycle through a-r-u while pasting ascii blobs into Mspaint. Sorry about the poor schedule so far, I'm usually more spot-on than that.

If you don't want to wait for spare updates, I can just upload the save and let someone continue from there, or you can revert. If you can bear with me taking the full extend of the two weeks, and possibly leak over a few days, that's cool too.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 26, 2015, 12:39:51 pm**

I think I'm gonna chance it by letting you play it out, so long as you promise to prioritise getting the other things dealt with and to not burn yourself out, lol. This is the best update we've had in a long time. If it gets to be just too much, then yes, aborting your turn is still an option. Definitely gonna keep at least this bit, the carnage was hilarious.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **TheBiggerFish** on **October 26, 2015, 12:42:12 pm**

Quote from: Mr Frog on October 26, 2015, 12:39:51 pm
I think I'm gonna chance it by letting you play it out, so long as you promise to prioritise getting the other things dealt with and to not burn yourself out, lol. This is the best update we've had in a long time. If it gets to be just too much, then yes, aborting your turn is still an option. Definitely gonna keep at least this bit, the carnage was hilarious.

I know this isn't a SG but +1. This is a Clobbermountains Story Update. It menaces with spikes of carnage. It menaces with spikes of awesome.

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Taupe** on **October 26, 2015, 02:38:42 pm**

Alright, thanks a lot guys. I've taken a day off from work, slept for 15 hours straight, and I'm slowly playing through summer. Our main issue is that over a third of the population remaining is made of babies. Useless, undraftable babies. The second problem is that burrow restrictions and the impossibly high amount of disabled and dead characters lying over the surface dropped the fps from 49 to 33. I'm currently playing with burrow restrictions to dodge the clouds and bring the injured dwarves inside.

This is the fortress in a nutshell right now. (<http://i.imgur.com/PsmTpyW.jpg>)

Wait... something's missing.

Yeah that's more like it. (<http://i.imgur.com/nWzw66C.jpg>)

Title: **Re: (34.11 Succession) Clobbermountains -- Mind the Clouds :)**
Post by: **Mr Frog** on **October 26, 2015, 04:44:23 pm**

"WELCOME TO FUCKING [CLOBBERMOUNTAINS]! Hope you like [seething mist]!"

Think I'm gonna add that second image to the OP.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **mikethete** on **October 27, 2015, 01:46:22 pm**

And I thought the absolute shit show that was the GCS incident was exciting.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **October 27, 2015, 04:27:58 pm**

You don't know pain until you've had two sieges within a week. I won't lie, I've downed Doomforests to a werewolf community encased in soap and a single crazy survivor, I've seen weremammoths fling people around on an ice castle, I've observed a pig bring about the collapse of society, yet this is the biggest clusterfuck I've ever witnessed.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **October 27, 2015, 07:07:38 pm**

Quote from: Taupe on October 27, 2015, 04:27:58 pm
You don't know pain until you've had two sieges within a week. I won't lie, I've downed Doomforests to a werewolf community encased in soap and a single crazy survivor, I've seen weremammoths fling people around on an ice castle, I've observed a pig bring about the collapse of society, yet this is the biggest clusterfuck I've ever witnessed.

Good. All of my hard modding work (by which I mean "all the 20 minutes spent haphazardly tweaking shit I already had in my modding folder from Spearbreakers") is finally paying off. *cackles*

E: Here's hoping we can at least squeeze another year or two out of the fort before it goes down the toilet. I don't want it to be one of those forts that kind of goes on and on and on until FPS death (hence the brutal mods), but I'm still not ready for it to die.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **piisskop** on **October 27, 2015, 07:33:49 pm**

Toady built an underground escape hatch for when things get to tedious.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **October 27, 2015, 08:29:54 pm**

~~Ill try and post a write-up tomorrow.~~ Things are getting... interesting.

Lies, I'm working on it now.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Splint** on **October 27, 2015, 08:47:19 pm**

Quote from: piisskop on October 27, 2015, 07:33:49 pm
Toady built an underground escape hatch for when things get to tedious.

I believe the term you wanted was "hidden FUN delivery hatch."

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **piisskop** on **October 27, 2015, 08:52:00 pm**

Its a totally awesome place. But frankly, while some people try to lve down there, just wading through the suprise party was enough for me. Sent an adventurer down there once. Jumped into the pits because boring.

Itd probs make a good minecraft world or something though.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **October 27, 2015, 08:53:32 pm**

Quote from: Splint on October 27, 2015, 08:47:19 pm
Quote from: piisskop on October 27, 2015, 07:33:49 pm
Toady built an underground escape hatch for when things get to tedious.
I believe the term you wanted was "hidden FUN delivery hatch."

Yeah, hum, you dont know how spot on you are right now.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **October 27, 2015, 09:01:20 pm**

Quote from: Taupe on October 27, 2015, 08:29:54 pm
Ill try and post a write-up tomorrow. Things are getting... interesting.
Quote from: Taupe on October 27, 2015, 08:53:32 pm
Quote from: Splint on October 27, 2015, 08:47:19 pm
Quote from: piisskop on October 27, 2015, 07:33:49 pm
Toady built an underground escape hatch for when things get to tedious.
I believe the term you wanted was "hidden FUN delivery hatch."
Yeah, hum, you dont know how spot on you are right now.

In the context of this fort and DF in general these can only indicate good things are on the horizon

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **piisskop** on **October 27, 2015, 09:25:18 pm**

Horizons exist because the Earth curves inwardly along its outside edges.

Thus, a tunnel going towards the center of the Earth has no horizon. :P

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **October 27, 2015, 09:27:54 pm**

Quote from: piisskop on October 27, 2015, 09:25:18 pm
Horizons exist because the Earth curves inwardly along its outside edges.
Thus, a tunnel going towards the center of the Earth has no horizon. :P

Depends on the definition. It seems to me that if you were in such a hole and looking out, the outer rim of the hole would qualify as a horizon of sorts, as it would delineate a visual border between solid earth and the sky.

Of course, the *outside* of the hole isn't what I'm concerned with in this specific instance.

Spoiler (click to show/hide)

Some soldiers were down, or dead. Others received a promotion as a result. Congratulation, captain Mahoney, your ability to not currently lie down outside has marked you as a fine leadership candidate!

Spoiler (click to show/hide)

The main problem they had was that most of the residents were useless, useless babies. Undraftable children, 70 of them out of two hundred dwarves. The soldiers could use some more allies, that was true, but adding more people to the army would stretch the supply chain more than it could afford. Instead of quantity, they'd go for quality.

Spoiler (click to show/hide)

Captain Pisskop ordered many iron pieces of gear before he stepped down as overseer. That would help immensely. Steel would be better, tho, so Zaneg told a few miners to go downstairs, as deep as they could underneath the caverns, and begin some exploratory mining. If they could outfit the army with steel gear, then they would be able to fend off invaders with ease. all they needed was flux stone...

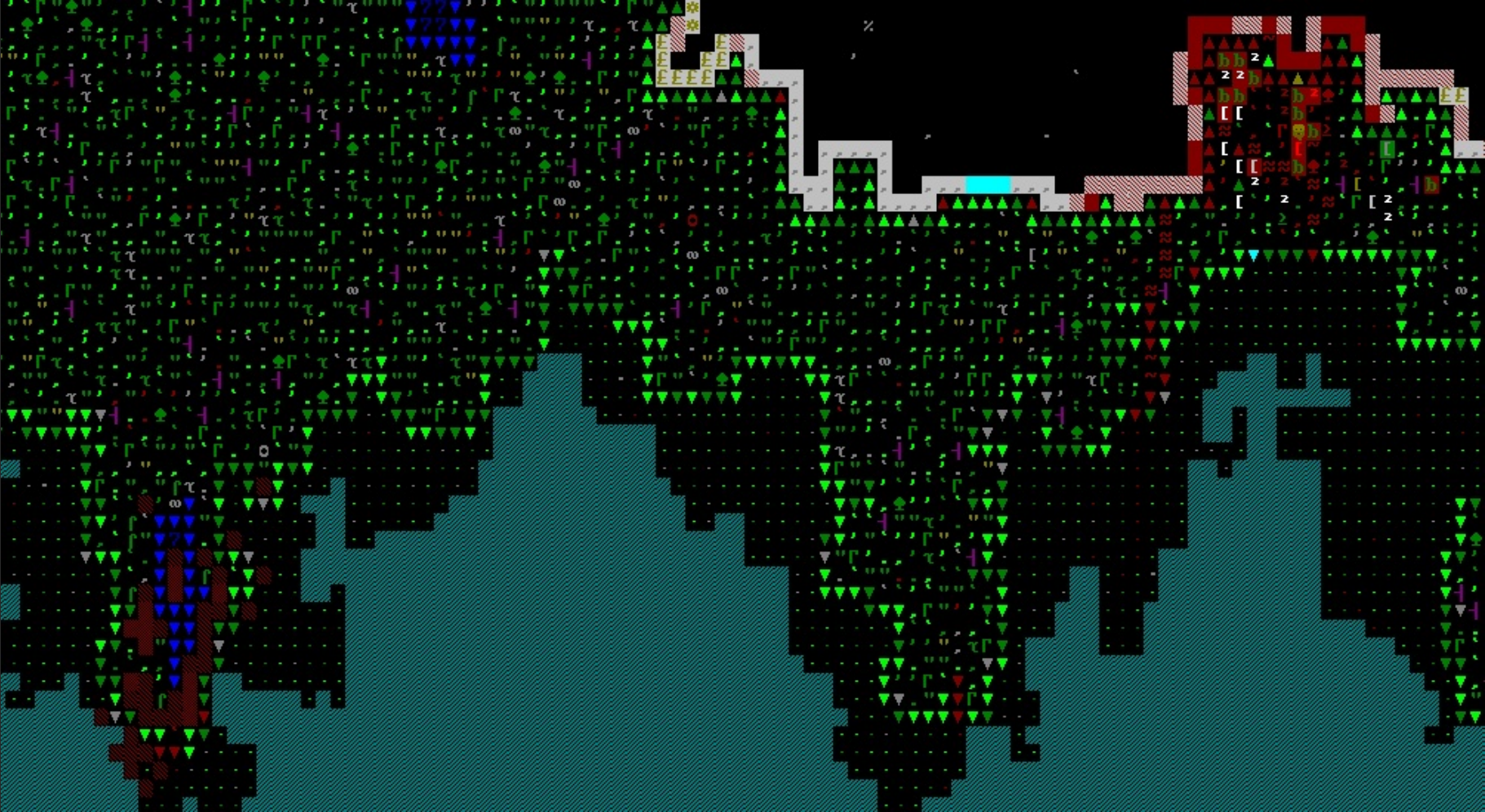
Spoiler (click to show/hide)

The weaponmaker she chatted with agreed. Aldraglienon wanted nothing more than to work with high quality steel ingots to forge the greatest and most dwarven equipment possible. There was, of course, one thing stronger than steel; little did Zane know, the miners' thirst for wealth would make or break the fate of Clobbermountain half a season from now... But let's not get ahead of ourselves, shall we?

Spoiler (click to show/hide)



Spoiler (click to show/hide)



Spoiler (click to show/hide)



Not all dwarves had been evacuated when the next dust cloud rolled around...

Spoiler (click to show/hide)



Spoiler (click to show/hide)



Tackleberry had been stripped of his officer rank until he recovered. Emerging from a coma, he found himself in the depot hall, still feverish, surrounded by miasma on one side, and clouds of dust on the other.

Spoiler (click to show/hide)



Spoiler (click to show/hide)



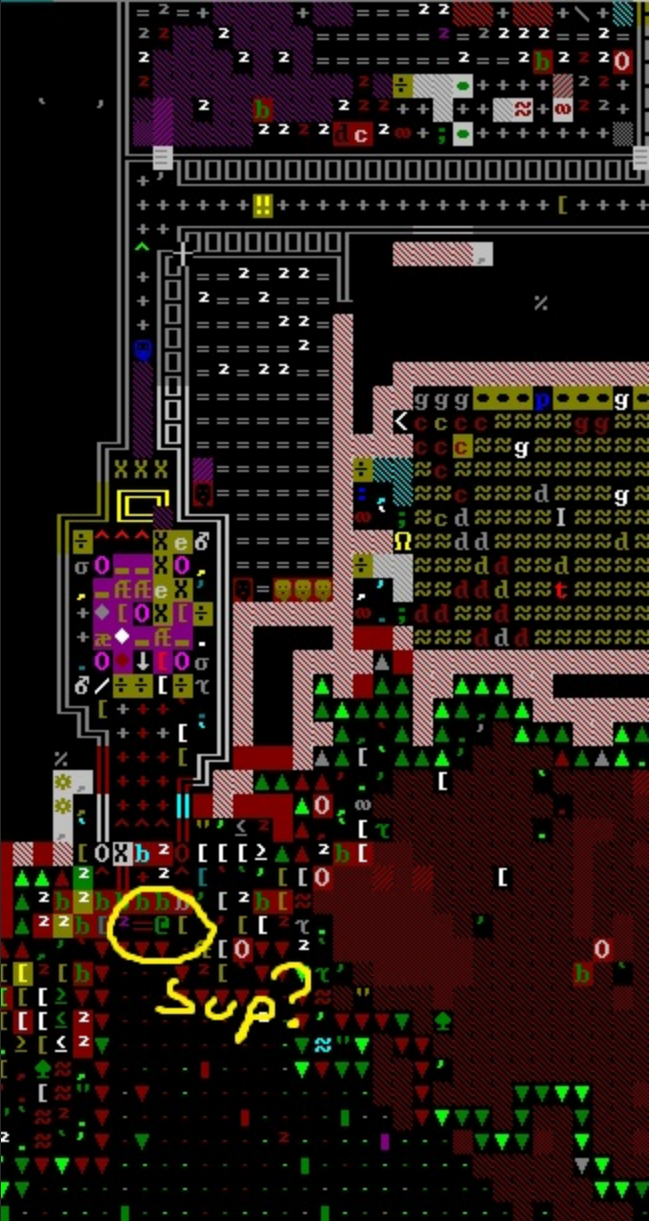
Spoiler (click to show/hide)



Tackleberry had the fortune to pass out inside the depot. Many of his former squadmates didn't have that chance. Some of them were carried inside to the hospital. Others...

"Oh shit!" he muttered, when the shape emerged from the red mist.

Spoiler (click to show/hide)



Spoiler (click to show/hide)

→The flying <≡python bone bolt≡> strikes The Dwarven Child in the first finger, right hand, shattering the nail through the X*badger leather cloak*X!

Spoiler (click to show/hide)

Wild Animal Contains
Opposed to life
Wild Animal

"...Logem!" screams the half-awake soldier. But his old friend won't listen. He could hardly be called a dwarf anymore, towering over the depot with muscles big as wood logs. his normal sized crossbow looks like a toy, in the hands of such a giant. Despite his newfound size, the mutated marksdwarf has lost none of his shooting skills.

Spoiler (click to show/hide)

Date:208/03/16 Idlers: 14
'Tackleberry' Lelgaslogem, S
" 'Tackleberry' Lushpaints"
upper body Unconscious
lower body
head
right upper arm
left upper arm Extreme Pain
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot Drowsy
g:Gen i:Inv p:Prf w:Wnd z:St
ESC: Done f: Follow

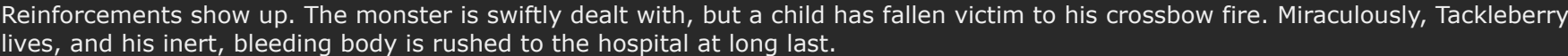
Spoiler (click to show/hide)

The flying <≡python bone bolt≡> strikes The Spear Dwarf in the upper body, tearing the muscle, chipping the left false ribs and tearing the right lung through the <iron breastplate>!
A tendon in the left false ribs has been torn!
The Spear Dwarf is having trouble breathing!
The <≡python bone bolt≡> has lodged firmly in the wound!
The flying <≡python bone bolt≡> strikes The Spear Dwarf in the right upper leg, chipping the bone through the x<cave fish leather trousers>x!
A tendon has been torn!
The Spear Dwarf gives in to pain.
The flying <≡python bone bolt≡> strikes The Spear Dwarf in the left upper leg, chipping the bone through the x<cave fish leather trousers>x!
→An artery has been opened by the attack and a tendon has been torn!

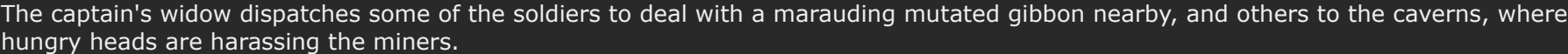
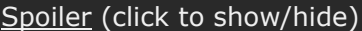
Tackleberry tries to stop the beast, but he falls quickly enough. His body is shot repeatedly, falling back into a comatose state.

Spoiler (click to show/hide)

Spoiler (click to show/hide)



Spoiler (click to show/hide)



Spoiler (click to show/hide)



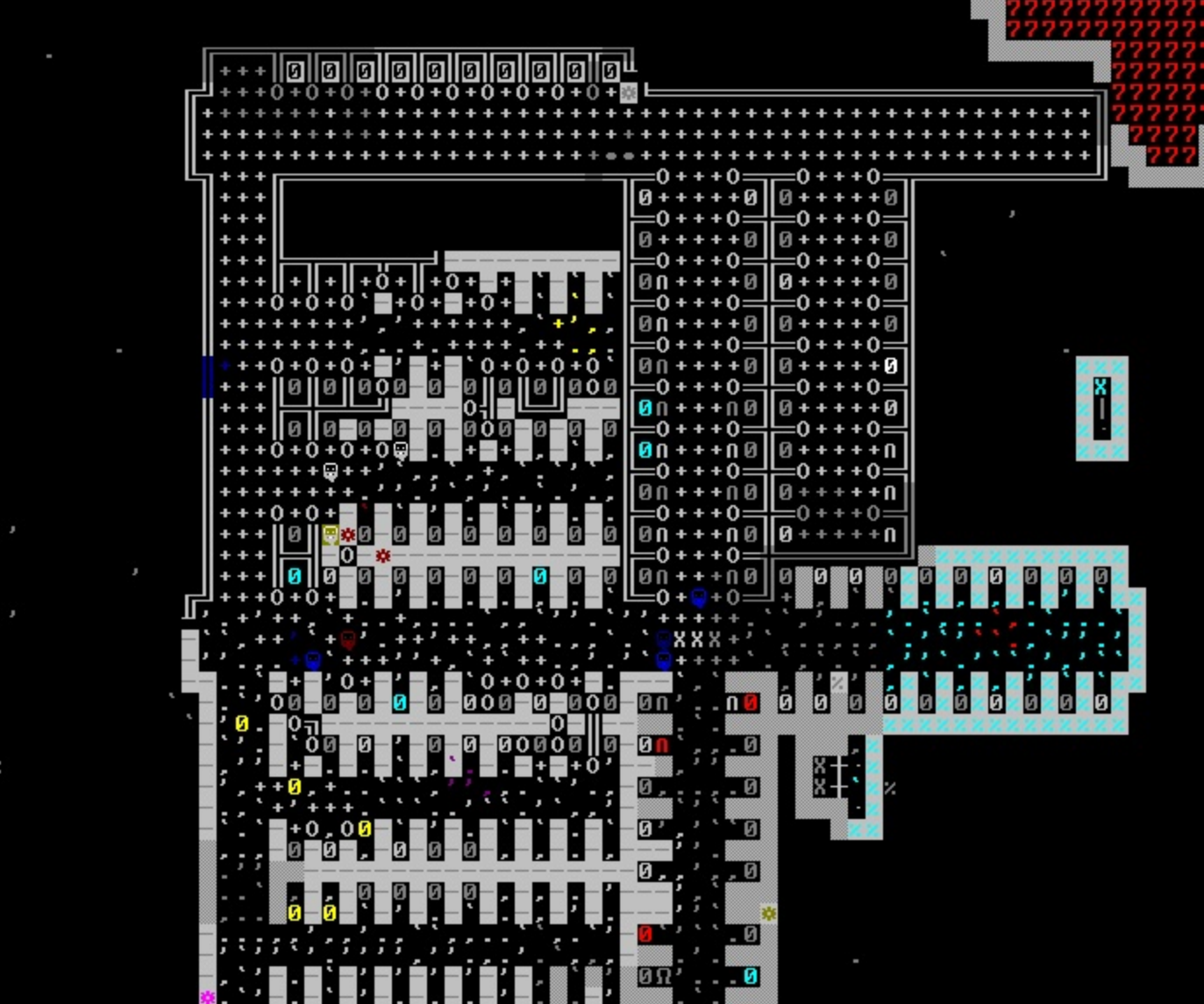
To continue Pisskop's plans, the miners have been dispatched in the caverns, where hematite veins have been located.

Spoiler (click to show/hide)



Soon enough, a large trail is extracted, and the furnace operators get to work. At least the workers are skilled enough not to extract every cinnabar vein they find anymore...

Spoiler (click to show/hide)



Zaneg still prepares for the worst. The crypts are outfitted with new coffins, so that the fallen dwarves may be given a proper burial, instead of lying down in the dump pile with ogres and banshees.

Spoiler (click to show/hide)



Spoiler (click to show/hide)



The messengers bring word of a mysterious creature, a blob of water stalking the underground lake. Zaneg panics for a moment, until someone explains that a feverish alpaca is acting as bait, should the creature ever get out of the water. ...Okay?

And that's when the miners report something peculiar... something extraordinary. something that's better than steel.

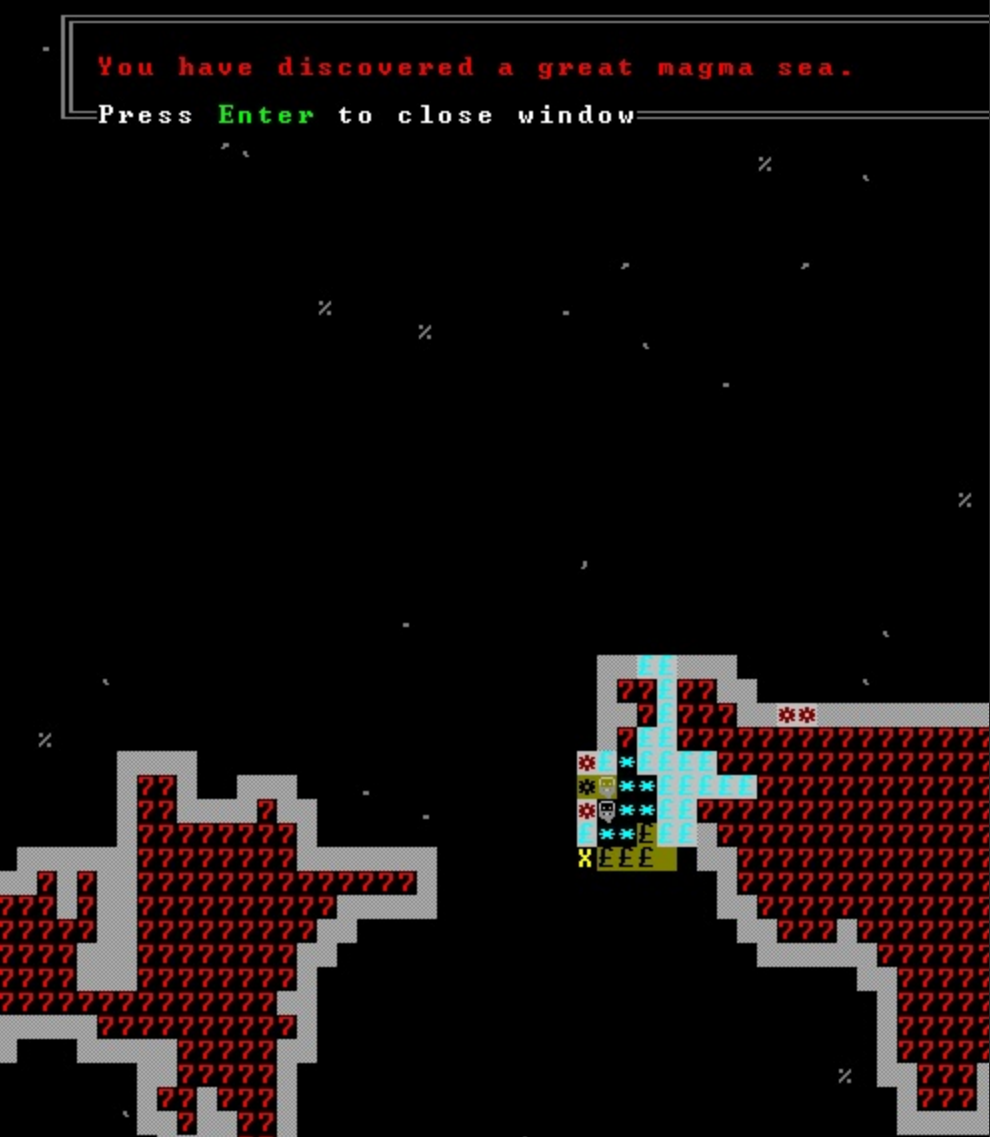
Spoiler (click to show/hide)



Deep underground, I found a half-dug exploratory tunnel, with an unfinished part. At the end of the tunnel was a designated staircase down. I told the miners to resume work, and they stumbled right into the adamantine spire. This is not a coincidence. Someone has been using hacks to reveal the map and find the spire. Shame on you, guys, shame on you.

* * * * *

Spoiler (click to show/hide)



Spoiler (click to show/hide)



Guided by some mysterious inscriptions in the stone, the miners have located the most precious, blessed and accursed metal in creation. Adamantine. They strike the cyan ore, and immediately discover something else. A magma sea that's on the same level. Three of them are consumed by the magma immediately, and the flames engulf the top of the spire. A dream that would not be.

A bad day for mining experience, but a great day for geology.

The faces are fleeting. Hazy. One of them seems familiar.

-Taupe?

-Yes.

-Am I dreaming?

-Yes and no. The spire. It is your only hope. When you wake up.

-Am I asleep?

-No. you are... gone. But you will return. Your body is weak, and your spirit is wandering.

-I don't understand.

-You will, when you wake up. Time will be short then. Every minute will count. If you fail, Clobbermountain will fail.

-Nothing makes sense!

Spoiler (click to show/hide)



"Captain?" The voice was closer. Everything was moving so fast. Like it was a dream. One second, she was learning of adamantine. The next one it was already out of their reach. To make things worse, someone was giving names to copper weaponry, just to further drive the point home.

"Yes, I get it, you are still using copper, and we need better.
-Captain, are you ok?"

Faces, different faces, the fort is blurry, then suddenly time is moving too fast. Orders are being given. she is the one giving them.

[Spoiler](#) (click to show/hide)

A vile force of darkness has arrived!

[Spoiler](#) (click to show/hide)

```
the Banshee Swordsman Azshae Dieejou is fighting!
the Banshee Mace Lord Selrille Ymieubh is fighting!
the Banshee Lasher Bubh Boszyeaerille is fighting!
the Banshee Lasher Lyjmelle Sererreseteth is fighting!
the Banshee Lasher Rorlette Moushaebohbvidh is fighting!
the Spear Dwarf Inod Tatzon is sparring.
the Banshee Lasher Salsralle Uibhjohdarre is fighting!
the Banshee Maceman Ejrae Lurnvolleriejye is fighting!
the Banshee Maceman Oumyirre Ousohroushloh is fighting!
the Mace Dwarf Rovod Kivishtathtat is sparring.
the Banshee Lasher Rieshorre Imurrelomme is fighting!
the Banshee Lasher Ohvdoth Sievmousurou is fighting!
the Banshee Maceman Arsudh Olsivjienenne is fighting!
the Banshee Crossbowman Byjmae Ierielybolle is fighting!
the Banshee Swordsman Zilvlirre Salderreyunie is fighting!
the Banshee Lasher Rerre Sohnehlirae is fighting!
the Banshee Swordsman Nadroh Siejorraesye is fighting!
the Banshee Swordsman Lirnou Uysdorreboumez is fighting!
the Banshee Swordsman Belmbemme Mousohsejrae is fighting!
the Banshee Crossbowman Sohrae Meryedulblie is fighting!
the Hammer Dwarf Tosid Avuzsherik is sparring.
the Banshee Elite Bowman Jelzou Irnaediv is fighting!
the Banshee Maceman Borlath Ziebvieiensus is fighting!
the Banshee Swordsman Ryburre Seshlivsarnav is fighting!
the Hammer Dwarf Oddom Bukëttirist is sparring.
the Banshee Maceman Lirvnomme Sorlaesaz is fighting!
the Banshee Swordsman Nurlirre Siemarremousoh is fighting!
the Banshee Maceman Disoh Uirdieloubou is fighting!
the Banshee Swordsman Ymurre Soszyejoudie is fighting!
the Mace Dwarf Catten Othôsvod is sparring.
the Banshee Crossbowman Johlelle Arlellejienenne is fighting!
the Mace Dwarf Sodel Atêkkel is sparring.
→the Banshee Lasher Lohmurre Miesnulllelohlebh is fighting!
the Banshee Crossbowman Synbabb Iejlievevarre is fighting!
the Banshee Axe Lord Jonne Dililleierimme is fighting!
the Banshee Swordsman Lobnie Biejohbas is fighting!
the Banshee Lasher Ejrae Risdohramyobh is fighting!
the Spear Dwarf Iden Nokgolùshrir is sparring.
the Banshee Maceman Enne Bieberresohrae is fighting!
the Banshee Maceman Zabou Aesyehybae is fighting!
the Banshee Crossbowman Ounae Sehbhourie is fighting!
the Banshee Lasher Jylille Nibhjuderre is fighting!
the Banshee Swordsman Arbsoh Uilienaesos is fighting!
the Banshee Crossbowman Ebb Lohlierinne is fighting!
the Banshee Maceman Oumyirre Mysieybra is fighting!
the Banshee Hammer Lord Bimoth Zirrebaebou is fighting!
the Banshee Lasher Biesenne Johdarrebyrie is fighting!
the Banshee Maceman Rouvshae Sejraerurdae is fighting!
the Banshee Maceman Simme Ohvdothdimme is fighting!
the Banshee Swordsman Dye Ulraesejrae is fighting!
the Banshee Lasher Bolrulle Ievyeeldie is fighting!
the Banshee Maceman Bubh Ierimmebaedalle is fighting!
the Banshee Crossbowman Riezalle Jiemyyejounyurre is fighting!
the Banshee Lasher Balshelle Ranshollereth is fighting!
the Banshee Crossbowman Uodh Iejliejounyurre is fighting!
the Gaudy Guards Tholtig Akatherush is sparring.
the Gaudy Guards 'Fervus' Abodstinthäd is sparring.
the Macedwarf Aban Letmosstinthäd is sparring.
```

"I said, the enemy is upon us!
-Yes, right. Get everyone outside. Get ready to strike fast, and strike hard."

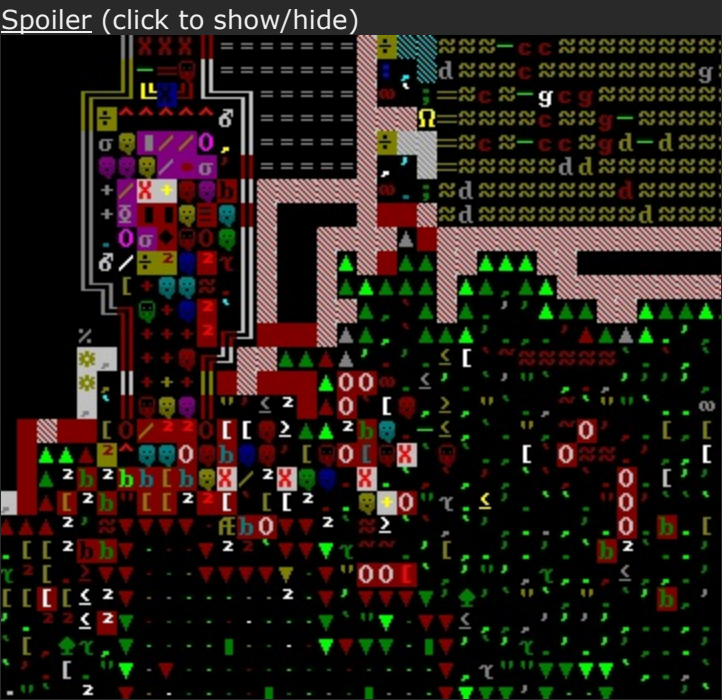
[Spoiler](#) (click to show/hide)

```
The Banshee Lasher prepares to scream!
The Sword Dwarf charges at The Banshee Lasher!
The Sword Dwarf attacks The Banshee Lasher but He jumps away!
The Sword Dwarf rushes by The Banshee Lasher!
The Sword Dwarf charges at The Banshee Lasher!
The Sword Dwarf strikes at The Banshee Lasher but the shot is parried!
The Sword Dwarf collides with The Banshee Lasher!
The Banshee Lasher is knocked over and tumbles backward!
The Banshee Lasher loses hold of the <<copybara leather left glove>>.
The Banshee Lasher loses hold of the <<copper shield>>.
The Sword Dwarf stabs The Banshee Lasher in the left lower arm with her
<+iron short sword+> and the severed part sails off in an arc!
The Banshee Lasher loses hold of the <<gray gibbon leather sandal>>.
The Banshee Lasher loses hold of the <<phantom spider silk sock>>.
The Sword Dwarf slashes The Banshee Lasher in the left upper leg with her
<+iron short sword+> and the severed part sails off in an arc!
The Sword Dwarf slashes The Banshee Lasher in the upper body with her
<+iron short sword+>, tearing apart the muscle, shattering the right true
ribs and tearing apart the right lung through the <<copper breastplate>>!
An artery has been opened by the attack!
A tendon in the right true ribs has been torn!
The Banshee Lasher is having trouble breathing!
The <+iron short sword+> has lodged firmly in the wound!
The Sword Dwarf twists the embedded <+iron short sword+> around in The
Banshee Lasher's upper body!
The Sword Dwarf bites The Banshee Lasher in the right lower leg, bruising
the muscle through the <<river otter leather trousers>>!
The Sword Dwarf latches on firmly!
The Banshee Lasher misses The Sword Dwarf!
The Sword Dwarf shakes The Banshee Lasher around by the right lower leg,
tearing apart the right lower leg's muscle and bruising the bone!
→An artery in the right lower leg has been opened by the attack, many
nerves have been severed, a ligament has been torn and a tendon has been
torn!
```

They can't give the banshees a single second. The fight is blurry. Everything moves so fast. She's made of jelly. The banshees are made of jelly.



"Krypta, you're made of jelly, ahahah!
-Captain, what?"



It sounds like they are winning. everything is so blurry. Everyone is soft and mellow and made of jelly. Her crossbow is melting, her mind is melting. People are cheering. It sounds like they won. The fever. Stupid fever, stupid banshees.

-We won.

She is back home, after the fight. In their big, giant overseer room that they got carved. Taupe had it made after he became overseer, right after Flint died. It's so beautiful. her husband is there.

-Honey, I said we won. It was wonderful.

-I think you are still feverish. You are getting things confused.

-No, I'm not. I lead the army, I defeated the siege. His gaundiness was right to choose...

-You see now.

-He chose me.

-I am dead. I never became overseer.

-But...

-It's the fever. you are mixing things up. reliving the latest moments before you fell. We are at the part where you give the order.

-The order...?

-If you don't, everyone will die.

-I don't...

-You'll wake up soon. It will make sense. You must remember what you must do.

-What order!

The cheers are morphing. Everyone is screaming. Dying. Stupid fever. She can't make much of it. She tries to move, but she falls to her knees.

"I got your back, captain!" says the strange, peasantly voice of Jeff. She passes out.

-You are skipping ahead. you forgot to give the order.

-That's... yes, the order. I forgot about that.



Spoiler (click to show/hide)



"Oh lord, oh lord, oh Armok save us all, says Urist.
-Evacuate the injured and the feverish, everyone else edefend the gates and secure their escape!
-Even you captain?
-No, I... I stay. We fight."

[Spoiler \(click to show/hide\)](#)

Citizens <199>			Pets/Livestock <51>			Others <91>			Dead/Missing <838>		
Iden Tatloshzamoth, Holistic Spawn Wrestler									Invader		
Thob Egguttekkud, Holistic Spawn Wrestler									Invader		
Malthish Dishmabast, Holistic Spawn Wrestler									Invader		
Fath Ducingidthur, Holistic Spawn Wrestler									Invader		
Olon Ginetrašh, Holistic Spawn Wrestler									Invader		
Mosus Rigôthison, Holistic Spawn Wrestler									Invader		
Catten Zonastel, Holistic Spawn Wrestler									Invader		
Kolad Monomluror, Holistic Spawn Wrestler									Invader		
Lôr Asteshorshar, Holistic Spawn Wrestler									Invader		
Kiror Mörulistbar, Holistic Spawn Wrestler									Invader		
Vabôk Sarveshguthstak, Holistic Spawn Wrestler									Invader		
Unib Geshakgenlath, Holistic Spawn Wrestler									Invader		
Degël Zatthudiden, Holistic Spawn Wrestler									Invader		
Ushat Konostosid, Holistic Spawn Wrestler									Invader		
Mafol Lelgasdomas, Holistic Spawn Wrestler									Invader		
Muglush Bimbecor, Holistic Spawn Elite Wrestler									Invader		
Tulon Nogleshsigun, Holistic Spawn Wrestler									Invader		
Udil Tosidothsin, Holistic Spawn Wrestler									Invader		
Shem Eliknuglush, Holistic Spawn Wrestler									Invader		
Nil Tulondumur, Holistic Spawn Wrestler									Invader		
Luror Babzuntîr, Holistic Spawn Wrestler									Invader		
Askak Lôrolon, Holistic Spawn Wrestler									Invader		
Deduk Mafoldesis, Holistic Spawn Wrestler									Invader		
Olin Muglushsoloz, Holistic Spawn Wrestler									Invader		
Lur Lurorarist, Holistic Spawn Wrestler									Invader		
Zan Zefonmuthir, Holistic Spawn Wrestler									Invader		
Mar Stinthâddodók, Holistic Spawn Wrestler									Invader		
Mörul Kafâshnokgol, Holistic Spawn Wrestler									Invader		
Dôbar Âkumedëm, Holistic Spawn Wrestler									Invader		
Shem Sibrekrah, Holistic Spawn Wrestler									Invader		
Uutok Oltarngotûn, Holistic Spawn Wrestler									Invader		
Astesh Usânâkig, Holistic Spawn Elite Wrestler									Invader		
Zan Ovusfeb, Holistic Spawn Wrestler									Invader		
Kolad Zongidthur, Holistic Spawn Wrestler									Invader		
Os Soshorkin, Holistic Spawn Wrestler									Invader		
Ilush Dalzatkeskal, Holistic Spawn Wrestler									Invader		
Geshud Kûdmonom, Holistic Spawn Wrestler									Invader		
Edëm Eshâtânshameb, Holistic Spawn Wrestler									Invader		
Mothram Inethmat, Holistic Spawn Wrestler									Invader		
Ngumrash Ushangrit, Holistic Spawn Wrestler									Invader		
Led Melbilmamot, Holistic Spawn Wrestler									Invader		
Luror Nefekuthgûr, Holistic Spawn Wrestler									Invader		
ðnul Soshoshthob, Holistic Spawn Wrestler									Invader		
Zan Zimunnalthish, Holistic Spawn Wrestler									Invader		
Olon Absandisuth, Holistic Spawn Wrestler									Invader		
Udil Lotoltun, Holistic Spawn Wrestler									Invader		
Kogan Kosothbogsosh, Holistic Spawn Wrestler									Invader		
Kafâsh Otungbomrek, Holistic Spawn Elite Wrestler									Invader		
Zimesh Dumatitdun, Holistic Spawn Wrestler									Invader		
Muglush Sodelshadkik, Holistic Spawn Wrestler									Invader		
Gakit Lithrushrutod, Holistic Spawn Wrestler									Invader		
Thob Alâthdatur, Holistic Spawn Wrestler									Invader		
Rakust Rigôthabshoth, Holistic Spawn Wrestler									Invader		
îton Urmimmeng, Holistic Spawn Wrestler									Invader		
êrith Kidetngumrash, Holistic Spawn Wrestler									Invader		
Lish Akuthêrith, Holistic Spawn Wrestler									Invader		
Sigun Uristorrun, Holistic Spawn Wrestler									Invader		
Besmar Langgudtun, Holistic Spawn Wrestler									Invader		
Kafâsh Thobnimak, Holistic Spawn Wrestler									Invader		
Erush Zasitoltud, Holistic Spawn Wrestler									Invader		
Rith Igathcilob, Holistic Spawn Wrestler									Invader		
Fikod Gethorlaltur, Holistic Spawn Wrestler									Invader		
Kol Ursasmonom, Holistic Spawn Wrestler									Invader		
Tikis Mîrrigôth, Holistic Spawn Elite Wrestler									Invader		
Johlou Savohbalshelle, Banshee Swordsman									Caged Prisoner		
Ârbsoh Ullienaesos, Banshee Swordsman									Caged Prisoner		

Her head is shaky, and she'll pass out anytime soon. She gives the orders, to defend the fort and evacuate. She knows she won't make it back inside, so she'll fight instead. there are too many. Too many, too soon. the last ogre has just fallen. They are broken, scattered, exhausted, injured. Many have been knocked down by the banshees. They cannot win this fight, but they don't have time to retreat.

-I gave the orders.

-Not this one.

[Spoiler \(click to show/hide\)](#)

The Spear Dwarf leaps at The Holistic Spawn Wrestler!
The Spear Dwarf stabs The Holistic Spawn Wrestler in the left lower leg with his ñiron spearñ, tearing the fat!
The Spear Dwarf collides with The Holistic Spawn Wrestler!
The Holistic Spawn Wrestler is knocked over!
The Spear Dwarf stabs The Holistic Spawn Wrestler in the lower body with his ñiron spearñ, tearing the muscle and tearing apart the lower spine's nervous tissue!
A tendon in the lower spine has been torn!
The Hammer Dwarf punches The Holistic Spawn Wrestler in the right foot with his right hand, shattering the bone!
The Spear Dwarf stabs The Holistic Spawn Wrestler in the right lower arm with his ñiron spearñ, fracturing it!
A ligament has been torn!
The ñiron spearñ has lodged firmly in the wound!
The Hammer Dwarf bashes The Holistic Spawn Wrestler in the right upper leg with his <*silver war hammer*>, chipping the bone!
The Spear Dwarf stabs The Holistic Spawn Wrestler in the left upper leg with his ñiron spearñ, tearing the muscle!
The Hammer Dwarf bashes The Holistic Spawn Wrestler in the upper body with his <*silver war hammer*>, bruising the muscle and tearing the middle spine's nervous tissue!
The Holistic Spawn Wrestler misses The Hammer Dwarf!
The Hammer Dwarf punches The Holistic Spawn Wrestler in the left lower leg with his right hand, bruising the bone!
The Spear Dwarf stabs The Holistic Spawn Wrestler in the right foot with his ñiron spearñ, tearing the muscle!
The ñiron spearñ has lodged firmly in the wound!
The Hammer Dwarf bashes The Holistic Spawn Wrestler in the upper body with his <*silver war hammer*>, bruising the muscle and bruising the liver!
The Spear Dwarf twists the embedded ñiron spearñ around in The Holistic Spawn Wrestler's right foot!
The Holistic Spawn Wrestler pushes The Hammer Dwarf in the lower body, but the attack is deflected by The Hammer Dwarf's -iron breastplate-!
The Spear Dwarf stabs The Holistic Spawn Wrestler in the lower body with his ñiron spearñ, tearing the muscle and tearing the stomach!
The ñiron spearñ has lodged firmly in the wound!
The Spear Dwarf stabs The Holistic Spawn Wrestler in the left foot from behind with her <*iron spear*>, tearing the muscle!
The Spear Dwarf stabs The Holistic Spawn Wrestler in the right upper leg from behind with her <*iron spear*>, tearing the muscle!
→The <*iron spear*> has lodged firmly in the wound!

Spoiler (click to show/hide)

Udil Sanrebbomrek, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Catten Othôsvod, Mace Dwarf has been struck down.
Momuz Gikutatis, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Holistic Spawn Wrestler.
Udil Sanrebbomrek, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Udil Sanrebbomrek, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Id Zegkeskal, Spear Dwarf has been struck down.
Momuz Gikutatis, Clothesmaker cancels Place Item in Tomb: Item inaccessible.

She can't keep her eyes open. She wants to fight, but she can't. She wants to run, but she can't. She wants to fall asleep, but she *can't*. If she falls, Clobbermountain falls. There is an order. she must give the order. Around her, people are dying.

Spoiler (click to show/hide)



Spoiler (click to show/hide)

Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inacces
Oddom Bukëttirist, Hammer Dwarf has been struck down.
Bëmbul Kilrudizeg, Lumberdwarf cancels Store Item in Stockpile: It inaccessible.
Momuz Gikutatis, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Udil Sanrebbomrek, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inacces
→Momuz Gikutatis, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Urist Edtûlrakust Rab Bomrek, Hammer Dwarf has been struck down.
Sigun Gusilgisëk has created a masterpiece!
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inacces
Zas Kikrostkivish, Axe Dwarf cancels Get Provisions: Interrupted b
Holistic Spawn Wrestler.
'Gwolf2ki' Miskonos, Armoursmith cancels Store Item in Stockpile: inaccessible.
Kogan Riththimshur, Sword Dwarf has been struck down.
Momuz Gikutatis, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inacces
Cadel Othaiathab, Engineer cancels Store Item in Stockpile: Item

Spoiler (click to show/hide)

Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Oddom Bukëttirist, Hammer Dwarf has been struck down.
Bëmbul Kilrudizeg, Lumberdwarf cancels Store Item in Stockpile: It inaccessible.
Momuz Gikutatís, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Udil Sanrebbomrek, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
→ Momuz Gikutatís, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
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Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Zas Kikrostkivish, Axe Dwarf cancels Get Provisions: Interrupted by Holistic Spawn Wrestler.
'Gwolf2ki' Miskonos, Armoursmith cancels Store Item in Stockpile: inaccessible.
Kogan Riththimshur, Sword Dwarf has been struck down.
Momuz Gikutatís, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Rovod Kivishtathtat, Mace Dwarf has been struck down.
Olon Zafalîteb Amkintomus, Furnace Tender has bled to death.
Medtob Othdukmedtob, Furnace Tender cancels Melt a Metal Object: Interrupted by Holistic Spawn Wrestler.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Sodel Othsinthob, Engineer cancels Store Item in Stockpile: Item inaccessible.
Udil Sanrebbomrek, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Etur Libashlektad, Glazer cancels Place Item in Tomb: Item inaccessible.
Momuz Gikutatís, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
SibreK Nishulâh, manager cancels Dye Cloth: Needs unrotten dye item.
Udil Sanrebbomrek, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Udil Sanrebbomrek, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Tobul Kegethnish, Queen cancels Store Item in Bag: Interrupted by Holistic Spawn Wrestler.
Lolor Akrularal has become a Axedwarf.
Udil Sanrebbomrek, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Udil Sanrebbomrek, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Sigun Akrulbidok, Farmer cancels Sleep: Interrupted by Holistic Spawn Wrestler.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Vucar Zonvutram, Pleb cancels Store Item in Stockpile: Item inaccessible.
Sodel Othsinthob, Engineer cancels Store Item in Stockpile: Item inaccessible.
Udil Sanrebbomrek, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Momuz Gikutatís, Clothesmaker cancels Place Item in Tomb: Item inaccessible.

It's a massacre. the spawn are too many, too tough. The injured dwarves cannot injure them. The feverish dwarves cannot even fend them off. Some want to flee, but they've been beaten. If they run inside, and turn, there will be nobody to stop them. They can't...

"Do it.
-But captain, we..."

Spoiler (click to show/hide)



"Do it. Pull the lever."

She has just sealed their fate. The fortress is sealed shut. They cannot go back. *THEY* cannot get in. She wants to sleep. she knows she cannot wake up, will not wake up. She'll die where she stands. Hopefully, she'll be remembered as the one who saved the civilians, not the one who doomed the soldiers. *"It's better than a hammering, I guess"*.

Spoiler (click to show/hide)



"I got your back, captain!" says the strange, peasantly voice of Jeff. She passes out.

Spoiler (click to show/hide)

Kogan Kosothbogssosh, Holistic Spawn Wrestler is no longer enraged.
Iden Nokgolùshrir Kenalis, Spear Dwarf has been struck down.
Momuz Gikutatís, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Sodel Othsinthob, Engineer cancels Store Item in Stockpile: Item inaccessible.
Lokum Nishtat, Woodcrafter cancels Place Item in Tomb: Item inaccessible
Aban Olinlibad, Furnace Tender cancels Melt a Metal Object: Interrupted by Holistic Spawn Wrestler.
Medtob Othdukmedtob, Furnace Tender cancels Melt a Metal Object: Interrupted by Holistic Spawn Wrestler.
Ducim Rinaldeler, Jeweler cancels Place Item in Tomb: Item inaccessible.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Momuz Gikutatís, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Etur Libashlektad, Glazer cancels Place Item in Tomb: Item inaccessible.
Momuz Gikutatís, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Dishmab Gimíngiz, Pleb cancels Store Item in Stockpile: Item inaccessible.
Cog Lalturthikut, Peasant cancels Dump Item: Interrupted by Holistic Spawn Wrestler.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Dishmab Gimíngiz, Pleb cancels Store Item in Stockpile: Item inaccessible.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
'Jeff' Urdimodgúb, Farmer cancels Plant Seeds: Interrupted by Holistic Spawn Wrestler.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Momuz Gikutatís, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Dishmab Gimíngiz, Pleb cancels Store Item in Stockpile: Item inaccessible.
Unib Udibducim Kilrudzatom Mubun, Hammer Dwarf has been found dead.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Bëmbul Cattenmubun, Crossbow Dwarf has been struck down.
Udil Sanrebbomrek, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Stâkud Ilushendok has created a masterpiece!
Forge iron helm (25) has been completed.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Momuz Gikutatís, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Tosid Avuzsherik, Hammer Dwarf has bled to death.
Momuz Gikutatís, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Etur Libashlektad, Glazer cancels Place Item in Tomb: Item inaccessible.
A masterwork of Adil Gethmafol has been lost!
A masterwork of 'Karen' Dodókrifot has been lost!
Uucar Zonvutram, Pleb cancels Store Item in Stockpile: Item inaccessible
Ducim Dastotasrer, Trader cancels Store Item in Stockpile: Item inaccessible.
Uucar Taronoslan, Sword Dwarf has died after colliding with an obstacle.
Momuz Gikutatís, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Lokum Dakostothôs, Mace Dwarf has been found dead.
Udil Sanrebbomrek, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Momuz Gikutatís, Clothesmaker cancels Place Item in Tomb: Item inaccessible.
Lokum Nishtat, Woodcrafter cancels Place Item in Tomb: Item inaccessible
'Mikethethe' Bisekaban Moshnúncog, Another_Spear has been struck down.
Ducim Rinaldeler, Jeweler cancels Place Item in Tomb: Item inaccessible.
Etur Libashlektad, Glazer cancels Place Item in Tomb: Item inaccessible.
Imush Ginetíteb, Engineer cancels Load Cage Trap: Could not find path.
Nish Rinulkulet, Crossbow Dwarf has been struck down.
Etur Libashlektad, Glazer cancels Place Item in Tomb: Item inaccessible.

[Spoiler](#) (click to show/hide)

'Mikethethe' Bisekaban Moshnúncog, Another_Spear has been struck down.
Ducim Rinaldeler, Jeweler cancels Place Item in Tomb: Item inaccessible.
Etur Libashlektad, Glazer cancels Place Item in Tomb: Item inaccessible.
Imush Ginetíteb, Engineer cancels Load Cage Trap: Could not find path.
Nish Rinulkulet, Crossbow Dwarf has been struck down.
Etur Libashlektad, Glazer cancels Place Item in Tomb: Item inaccessible.
Mörul Lolokardes, Hammer Dwarf has been found dead.
Iden Thimshurral, Dwarven Baby has bled to death.
Zas Kikrostkivish, Axe Dwarf has been struck down.
Bëmbul Katmonom, Crossbow Dwarf has been struck down.
Forge iron bolts (20) has been completed.
Lolor Sákrithlitast Adilbuzat Furât, Sword Dwarf has been struck down.
Tulon Ostathral, Crossbow Dwarf has been struck down.
Reg Ducimnosing, Crossbow Dwarf has bled to death.
... Search

The gate is raised, sealing Clobbermountain in, for what it,s worth. The death screams are muffled by the mettalic barrier, yet it's hard to ignore what's going on on the surface. Dwarven halls are pretty good at this whole "echo" thing.

[Spoiler](#) (click to show/hide)



A cloud of seething mist has drifted nearby!

Spoiler (click to show/hide)



Spoiler (click to show/hide)



The clouds of mist return, sweeping over the battlefield. Spawn or smoke, the soldiers taking place in the banshee siege were doomed regardless. With the way back denied to them, the soldiers fight with recklessness and abandon. Some even turn back and willingly embrace the morphing clouds, hoping that in their rampaging insanity, they'll prove better at murdering spawns. It doesn't matter. Nothing can stop the invading force.

Spoiler (click to show/hide)



Spoiler (click to show/hide)

den	Tatloshzamo	th		Holistic Spawn Wrestler		Invader			
Nalthish	Dishmabast			Holistic Spawn Wrestler		Invader			
Fath	Ducingidthur			Holistic Spawn Wrestler		Invader			
Olon	Ginetrash			Holistic Spawn Wrestler		Invader			
Mosus	Rigothison			Holistic Spawn Wrestler		Invader			
Catten	Zonastel			Holistic Spawn Wrestler		Invader			
Kolad	Monomluror			Holistic Spawn Wrestler		Invader			
Lor	Asteshorshar			Holistic Spawn Wrestler		Invader			
Kiror	Morulisthar			Holistic Spawn Wrestler		Invader			
Uabok	Sarveshguthstak			Holistic Spawn Wrestler		Invader			
Unib	Geshakgenlath			Holistic Spawn Wrestler		Invader			
Degel	Zatthuddiden			Holistic Spawn Wrestler		Invader			
Ushat	Konostosid			Holistic Spawn Wrestler		Invader			
Mafol	Lelgasdomas			Holistic Spawn Wrestler		Invader			
Nuglush	Bimbecor			Holistic Spawn Elite Wrestler		Invader			
Tulon	Nogleshsigun			Holistic Spawn Wrestler		Invader			
Udil	Tosidothsin			Holistic Spawn Wrestler		Invader			
Shem	Eliknuglush			Holistic Spawn Wrestler		Invader			
Nil	Tulondumur			Holistic Spawn Wrestler		Invader			
Luror	Babzuntir			Holistic Spawn Wrestler		Invader			
Askak	Lorolon			Holistic Spawn Wrestler		Invader			
Deduk	Mafoldesis			Holistic Spawn Wrestler		Invader			
Olin	Nuglushsoloz			Holistic Spawn Wrestler		Invader			
Lur	Lurorarist			Holistic Spawn Wrestler		Invader			
Zan	Zefonmuthir			Holistic Spawn Wrestler		Invader			
Nar	Stinthaddodok			Holistic Spawn Wrestler		Invader			
Morul	Kafashnokgol			Holistic Spawn Wrestler		Invader			
Dobar	Rkumedem			Holistic Spawn Wrestler		Invader			
Shem	Sibrekrab			Holistic Spawn Wrestler		Invader			
Uutok	Oltarngotun			Holistic Spawn Wrestler		Invader			
Astesh	Usanakig			Holistic Spawn Elite Wrestler		Invader			
Zan	Ovusfeh			Holistic Spawn Wrestler		Invader			
Kolad	Zongidthur			Holistic Spawn Wrestler		Invader			
Os	Soshorkin			Holistic Spawn Wrestler		Invader			
Ilush	Dalzatkeskal			Holistic Spawn Wrestler		Invader			
Edem	Eshtanshameb			Holistic Spawn Wrestler		Invader			
Mothram	Inethmat			Holistic Spawn Wrestler		Invader			
Ngumrash	Ushangrit Monom Zengod			Holistic Spawn Wrestler		Invader			
Led	Melbilmamot			Holistic Spawn Wrestler		Invader			
Luror	Nefekuthgur			Holistic Spawn Wrestler		Invader			
Zan	Zimunnalthish			Holistic Spawn Wrestler		Invader			
Olon	Abсандisuth			Holistic Spawn Wrestler		Invader			
Udil	Lotoltun			Holistic Spawn Wrestler		Invader			
Kogan	Kosothbogsosh			Holistic Spawn Wrestler		Invader			
Kafash	Otungbomrek			Holistic Spawn Elite Wrestler		Invader			
Zimesh	Dumatitdun			Holistic Spawn Wrestler		Invader			
Nuglush	Sodelshadkik			Holistic Spawn Wrestler		Invader			
Gakit	Lithrushrutod			Holistic Spawn Wrestler		Invader			
Thob	Alathdatur			Holistic Spawn Wrestler		Invader			
Rakust	Rigothabshoth			Holistic Spawn Wrestler		Invader			
iton	Urmimmeng			Holistic Spawn Wrestler		Invader			
erith	Kidetngumrash			Holistic Spawn Wrestler		Invader			
Lish	Akutherith			Holistic Spawn Wrestler		Invader			
Sigun	Uristorrun			Holistic Spawn Wrestler		Invader			
Besmar	Langgudtun			Holistic Spawn Wrestler		Invader			
Kafash	Thobnimak			Holistic Spawn Wrestler		Invader			
Erush	Zasitoltud			Holistic Spawn Wrestler		Invader			
Rith	Igathcilob			Holistic Spawn Wrestler		Invader			
Fikod	Gethorlaltur			Holistic Spawn Wrestler		Invader			
Kol	Ursasmonom			Holistic Spawn Wrestler		Invader			
Tikis	Nirrigoth			Holistic Spawn Elite Wrestler		Invader			
Johlou	Savohbalshelle			Banshee Swordsman		Caged Prisoner			
Arbsoh	Uillenaesos			Banshee Swordsman		Caged Prisoner			
Grey	Parrot					Wild Animal			
Grey	Parrot					Wild Animal			
Grey	Parrot					Wild Animal			
Grey	Parrot					Wild Animal			
Grey	Parrot					Wild Animal			
Lozor	Forgotten Beast					Uninvited Guest			
Crundle						Wild Animal			
Crundle						Wild Animal			
Crundle						Wild Animal			
Hungry	Head					Wild Animal (Caged)			
Soszye	Ogre					Caged Prisoner			
Fond	Grabber					Wild Animal			
Ngokang	Smusmsmunstu			Goblin Hammerman		Caged Prisoner			
Xuspgas	Ozudbor			Goblin Bowman		Caged Prisoner			
Stosbub	Ostospbax			Goblin Bowman		Caged Prisoner			
Atu	Toltonguslu			Goblin Bowman		Caged Prisoner			
Ber	Xuspgassotuk			Goblin Crossbowman		Caged Prisoner			
Giant	Rat					Wild Animal (Caged)			
Dostngosp	Nosostzom			Goblin Thief		Caged Prisoner			
v:	ViewCre	c:	Zoon-Cre	b:	Zoon-Bld	m:	Manager	r:	Remu Cre

As the mist vanishes from the jungle, nothing but corpses remain on the battlefield. some of them are ogres, banshees, gibbons and pithons. Many are dwarves, mutated or distorted. And many more appear to be dead, fleshy abominations, yet they walk. The spawn are victorious. Some of the fallen twitch and shake, their body morphing into yet more gaping mouths. The infected dwarves have joined the ranks of the Hollistic Spawns.

The screams are turning into fits of rage, bangs, fighting sounds. not the war type, just casual violence. Some cry, some howl, some simply argue.

-What's going on?

-This is the fortress. You are in a coma, but you'll wake up soon.

Spoiler (click to show/hide)

Bomrek Lisidral, Crossbow Dwarf is throwing a tantrum!
Goden Shorastothil Cegololin, Hammerdwarf has been struck down.
Dastot Kosothingiz, Sword Dwarf has been found dead.
Erib Akumamost, His Gaudiness has mandated the construction of certain goods.
Nuglush Bimbecor, Holistic Spawn Elite Wrestler is no longer enraged.
Inod Momuzistam, Crossbow Dwarf has been struck down.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Asmel Melbiliden has grown to become a Dwarven Child.
A cloud of seething mist has drifted nearby!
Sibrek Nishulâb, manager cancels Make silk dress: Needs 1 unused silk cloth.
Sarvesh Inethnil, Dwarven Child is throwing a tantrum!
Sibrek Nishulâb, manager cancels Make silk coat: Needs 1 unused silk cloth.
Sibrek Nishulâb, manager cancels Make silk trousers: Needs 1 unused silk cloth.
Sibrek Nishulâb, manager cancels Make silk trousers: Needs 1 unused silk cloth.
Sibrek Nishulâb, manager cancels Make silk shoe: Needs 1 unused silk cloth.
Sibrek Nishulâb, manager cancels Make silk cloak: Needs 1 unused silk cloth.
Sibrek Nishulâb, manager cancels Make silk glove: Needs 1 unused silk cloth.
Sibrek Nishulâb, manager cancels Make silk hood: Needs 1 unused silk cloth.
Sibrek Nishulâb, manager cancels Make silk sock: Needs 1 unused silk cloth.
Sibrek Nishulâb, manager cancels Construct silk Bag: Needs 1 unused silk cloth.
Uucar Zonvutram, Pleb cancels Store Item in Stockpile: Item inaccessible.
Bomrek Lisidral, Crossbow Dwarf has died of thirst.
'Krypta' Ledegast has become a mayor.
Zaneg Olonroldeth has become a militia captain.
Dakost Matultekkud Gitnuktishak Fath has become a Fishery Worker.
'Tackleberry' Lelgaslogem has become a Pump Operator.
Moldath Ducimuvar, Swords dwarf has been found dead.
Sarvesh Inethnil, Dwarven Child has calmed down.
A cloud of seething mist has drifted nearby!
→Doren Matdeduk, Dwarven Child is throwing a tantrum!

Spoiler (click to show/hide)

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Sarvesh Inethnil, Dwarven Child has calmed down.
A cloud of seething mist has drifted nearby!
Doren Matdeduk, Dwarven Child is throwing a tantrum!
Kûbuk Ifinlibash has grown to become a Dwarven Child.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Kadol Zegkol has created a masterpiece!
Dishmab Gimingiz, Pleb cancels Store Item in Stockpile: Item inaccessible.
Ast Rakustdarûd, Dwarven Child has been missing for a week.
Kadol Zegkol has created a masterpiece!
Shem Zatamcilob, Dwarven Child is throwing a tantrum!
→Mistêm Rakustbekom, Axe Dwarf has been missing for a week.

The fortress is in disarray. Many start tantruming. With each report of a missing dwarf, more families break into tears, or start infighting. Those who made it inside the gate before the second siege are carried downstairs.

She can hear noises. New people around her. she hear them, but she can't see them. All she can see is a blurry tunnel, covered in smoke. Her dead husband is walking with her in the depth of the earth. Except he doesn't seem dead, nor mutated. Light shines amidst the smoke, cyan and soothing, but here and there, she can see swirls of red and black, like tendrils trying to force their way into her mind.

-You'll wake up soon. Do you remember what happened?

-The banshees, then the spawn. I ordered everyone to stand their ground, and sealed the fort shut. The army is dead, or unconscious. Jeff... Jeff carried me inside, I remember. Is that... this sounds like the king.

-Focus, we don't have much time.

-The spawn, they are outside. we can't get out, we can't fight them. We could bunker up, I guess, but...

-But the banshees will return. When they do, they will end this fortress. It is but a shaky thing waiting for the final blow.

-We can't fight them. We can't go outside. But we can't let them live. It is too late to make a magma device. Too clumsy.

-There is a way. You've heard the tales. You know the legends.

-This is madness.

-We have no other choice. nothing else can reach the banshees now. You must hurry, for their next siege will be the last.

Captain.

Captain

Zaneg.

Taupe?

Spoiler (click to show/hide)



"Captain."

The voice is coming from outside, this time. The world is no longer shaking. She's in... the hospital?

"Captain!" repeats the voice, until she turns her head and acknowledges it.

Spoiler (click to show/hide)



"You have a lot of explaining to do", urges His Gaudiness.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Splint** on **October 27, 2015, 10:39:38 pm**

The spire's locating was my doing, I shall confess. I was hoping some sap would dig into it and unleash hell (literally,) thinking it was just some forgotten dig order. Of course, incinerating three miners and denying access entirely (or close to it,) works too, even if it didn't kill as many dorfs as I had hoped it would.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **October 27, 2015, 10:44:55 pm**

Quote from: Splint on October 27, 2015, 10:39:38 pm

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Well, turns out now, unleashing hell is the most reliable way of stopping future banshees and salvaging the fortress.

Rest assured, I've done something similar in the past, and I wasn't even sober. (<http://www.bay12forums.com/smf/index.php?topic=116045.msg6445017#msg6445017>)

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **October 28, 2015, 12:40:37 am**

Quote from: Taupe on October 27, 2015, 10:44:55 pm

Quote from: Splint on October 27, 2015, 10:39:38 pm

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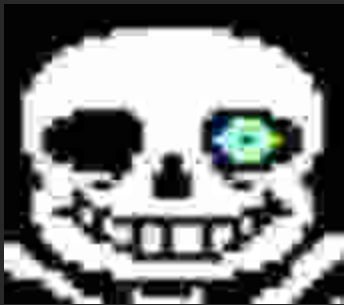
Rest assured, I've done something similar in the past, and I wasn't even sober. (<http://www.bay12forums.com/smf/index.php?topic=116045.msg6445017#msg6445017>)

So glad we had a practicing expert on the controlled weaponisation of the maleficent denizens of the incomprehensible abyss holding the reins when the shit finally hit the fan :) That could have been nasty. ~~What do we do when the demons are all made of steam and candyfloss though~~

Quote from: Splint on October 27, 2015, 10:39:38 pm

The spire's locating was my doing, I shall confess.

I can't get too angry about this, since I did do some preliminary exploratory mining before starting the fort to make sure our biome had iron, but still



I got my eye on you, bro

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **piisskop** on **October 28, 2015, 01:14:39 am**

:O
how many soldiers are left?

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **October 28, 2015, 01:17:03 am**

Quote from: piisskop on October 28, 2015, 01:14:39 am

:O
how many soldiers are left?

Based on the fact that we are seriously planning on unleashing HFS in order to drive off the invaders, I'd say somewhere in between "none" and "not nearly enough".

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **piisskop** on **October 28, 2015, 01:31:57 am**

I meant invaders. :v

btw, I managed to breed fowl in the solid gold nestboxes at the farm. several kinds, I think ducks and peacock?

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **October 28, 2015, 01:52:18 am**

Quote from: pisskop on October 28, 2015, 01:31:57 am

i meant invaders. :v

btw, I managed to breed fowl in the solid gold nestboxes at the farm. several kinds, I think ducks and peacock?

Good. If all else fails, we can try to placate the Spawn with offerings of poultry.

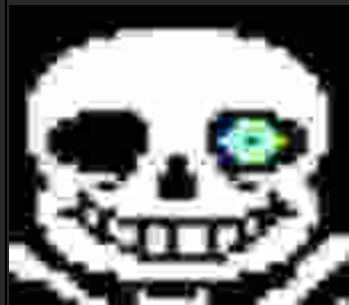
Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Lolfail0009** on **October 28, 2015, 02:21:52 am**

Quote from: Mr Frog on October 28, 2015, 12:40:37 am

Quote from: Splint on October 27, 2015, 10:39:38 pm

The spire's locating was my doing, I shall confess.

I can't get too angry about this, since I did do some preliminary exploratory mining before starting the fort to make sure our biome had iron, but still



I got my eye on you, bro

[mutters something about a bad time]

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **October 28, 2015, 02:40:27 am**

Mr Frog's estimate is very accurate. We have few soldiers, and those who survived are the lazy ones who slept through the sieges, or were knocked out by the screams in the beginning. Out of 80+ fighters, we have about 20 left, half unconscious and the other half injured.

As for the spawn numbers, that screenshot near the end was taken after the army had fallen. That would be 61 spawn. We killed... 4 of them? No matter what we do, we aren't getting an army up that can deal with them in order to reach the next banshees. Even by drafting every single dude in this fortress. The good news is that the children, despite being absurdly worthless, provide targets for the scream, meaning we may have a way of buying more time for the **SPIREGATE** by burrowing all the useless little kids on the top level of the fortress while the adults work deep below.

I have another plan, tho, that I shall put in motion while I wait for water to cool the magma sea around the spire. Our miners will be rather useless during this period of time, and I'd rather have a contingency plan. It's not as reliable as unleashing demons on the surface (Which is a depressing and scary sentence in itself) but it's better than nothing. I'll sleep on this, and see what I can do with a refreshed mind.

Ps: All my plans revolve around the assumption that the clowns wont be best pals with the banshees. Tell me it's true. Please. Will the banshees attack demons ans vice versa? Will they... scream... at them?

Suddenly Im not even sure we need to "free" the demons. Merely dragging enough of them into a trench thats right underneath the surface and goes around the map could act as a "scream target buffer". With demons, children, and deeply aggressive animal husbandry politics, it maaay be possible to keep the banshees occupied with random targets until they get bored.

PPs: I am, quite evidently, way past the point where ethics factor into any of our decisions.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **October 28, 2015, 03:15:30 am**

Banshees have the same allegiances as any other hostile race, so if weaponising demons worked in Drunk Fortress (which I am both pleased and disturbed that we are now apparently using as a model for our defense strategy), it *should* work here. Assuming it was on 34.11, of course.

E: However, using demons as a scream buffer probably won't work, as I'm pretty sure banshees won't bother targeting anything without the GENERAL_POISON class. Lemme check...

E2: Yeah, they won't target anything without GENERAL_POISON, which I'm fairly sure demons lack.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Splint** on **October 28, 2015, 06:12:24 am**

Welp, at least they're still a good suicide option. A terrifying, horrible suicide option.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **TheBiggerFish** on **October 28, 2015, 06:28:41 am**

Oh **FISH**. We're doomed.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Monitor Lisard** on **October 28, 2015, 09:33:21 am**

Bonus points if His Gaudiness will be the last dwarf alive in the fortress.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **October 28, 2015, 12:51:34 pm**

Quote from: Monitor Lisard on October 28, 2015, 09:33:21 am
Bonus points if His Gaudiness will be the last dwarf alive in the fortress.

Wouldn't doubt it. The man is like a cockroach.

Plus in in-game terms (i.e. those which actually matter) I'm pretty sure Splint outfitted him with armor and he has significant worldgen combat skills, so yeah, he's not exactly some squishy noble. He'll live to bluster another day, I'm sure.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **DolosusDoleus** on **October 28, 2015, 03:35:52 pm**

I want in on this. Sign me up for a turn as overseer, Mr Frog. Hopefully I'll be able to not COMPLETELY screw over the entire fortress.

EDIT: Oh yeah, dorf me as anything under the mechanics tab. Title should be "escaped mental patient". I'm gonna try to RP as a dwarf with split personality disorder when I take my turn.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Splint** on **October 28, 2015, 04:44:57 pm**

His Gaudiness, as of his joining the militia himself with his honor guards, had basic competency reflective of typical dwarven bootcamp as a hammerdwarf from worldgen. in fact, he will likely be the one training his guards in dodging, shield, and armor use.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **October 31, 2015, 05:20:38 am**

Hey everypony how's it hanging

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **DolosusDoleus** on **October 31, 2015, 12:33:35 pm**

Pretty well. I decided that I should probably write at least one journal for this, so I'm in the process of that.

Oh yeah, Happy Halloween.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **October 31, 2015, 05:43:10 pm**

The worst part of Halloween is when you open your door to lots of scary random kids and they barge in asking for treats, dropping your fps *significantly*.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **pisskop** on **October 31, 2015, 05:48:49 pm**

Send them outside to get dressed up as mutants.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Aldraglienon** on **October 31, 2015, 10:17:10 pm**

I am used to lurking, so I am a bit quiet still around though.

Also, it looks like the chances of getting a dwarf are approaching zero like the population. at least, the fort is going out with a bang that's guaranteed.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **October 31, 2015, 10:41:46 pm**

Quote from: Aldraglienon on October 31, 2015, 10:17:10 pm
I am used to lurking, so I am a bit quiet still around though.
Also, it looks like the chances of getting a dwarf are approaching zero like the population. at least, the fort is going out with a bang that's guaranteed.

Hush child

Taupe will be our savior with the patent-pending *Drunk Fortress Hell-Surface Demon Tubetm*

Hopefully

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **October 31, 2015, 11:35:07 pm**

I'm very sorry about the slow progress. This must be boring. In the meantime, (<http://i.imgur.com/e4jgJ4R.jpg>)why don't you enjoy (<http://i.imgur.com/wUv1pSH.jpg>) those wonderful pictures (<http://i.imgur.com/qz0NeGB.jpg>) of dead bansheesn and whomever (<http://i.imgur.com/n8c0nkP.jpg>) as they are turned into hilarious, deadly corpse-shaped projectiles? (<http://i.imgur.com/IOUyqm1.jpg>)

Those are taken simultaneously. It is beautiful.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **TheBiggerFish** on **October 31, 2015, 11:37:41 pm**

Much projectile.
Such fling.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **October 31, 2015, 11:39:04 pm**

Quote from: TheBiggerFish on October 31, 2015, 11:37:41 pm
Much projectile.
Such fling.
Just because you are dead doesn't mean you gotta be *useless*.

Quote from: DolosusDoleus on October 31, 2015, 12:33:35 pm
Pretty well. I decided that I should probably write at least one journal for this, so I'm in the process of that.

People are actually interested in writing journals for this again!? *This is your fault, Taupe.*

Quote from: Taupe on October 31, 2015, 11:35:07 pm
I'm very sorry about the slow progress. This must be boring. In the meantime, (http://i.imgur.com/e4jgJ4R.jpg)why don't you enjoy (http://i.imgur.com/wUv1pSH.jpg) those wonderful pictures (http://i.imgur.com/qz0NeGB.jpg) of dead bansheesn and whomever (http://i.imgur.com/n8c0nkP.jpg) as they are turned into hilarious, deadly corpse-shaped projectiles? (http://i.imgur.com/IOUyqm1.jpg)
Those are taken simultaneously. It is beautiful.



(Also, no need to apologise, not to me at least; this is shaping up to be a wildly-entertaining turn. More than worth the wait.)

(Addendum: Besides, you already made it clear to me that this would take a while and I gave you the go-ahead anyways, so if anything goes wrong with this turn it's really on my head more than anything else)

Quote from: Mr Frog on November 01, 2015, 02:18:39 am
Quote from: DolosusDoleus on October 31, 2015, 12:33:35 pm
Pretty well. I decided that I should probably write at least one journal for this, so I'm in the process of that.
People are actually interested in writing journals for this again!? *This is your fault, Taupe.*

Eh, this orgy of death and destruction gave me inspiration.

I'm posting the rough draft here, because I just want to throw it out there. I'll polish it up later.

Spoiler (click to show/hide)
I lost my wife to the spawn today.
I lost my son to the mist today.

I had to watch them, from the gates of the fortress, as they were corrupted and twisted into a mockery of their former selves, fight each other.

They tore each other to shreds, and then I watched my son die.

As the closed up the gates, they had us, the soldiers defend the front gates as the spawn, and the banshees, and our former friends and family tried to kill us.

My axe sliced into the banshees and the mutants and the spawn, as my fellow dwarves, my fellow soldiers, my friends died left and right.

I should have died instead.

One dwarf, turned into a monstrosity by the spawn, leaped past the gate and lunged for my throat.

And as my axe split it asunder, the blood of my wife dripped onto my hands.

Fuck this place.
Fuck my life.
Fuck Clobbermountains and fuck His Gaudiness.

Thatâ€™s right, I said it, and Iâ€™ll fucking say it again: FUCK YOU!!! FUCK HIS GAUDINESS!!! FUCK THE ROYAL ARCHIVIST!!! I DONâ€™T CARE WHAT YOUâ€™LL DO TO ME FOR SAYING THIS!!!

â€¦I donâ€™t care what happens to me at all.

I will die.
I will die, and then I wonâ€™t have to feel grief anymore.
I will die, and then I wonâ€™t have to deal with life anymore.

I donâ€™t care anymore.

Iâ€™m already dead.

EDIT: Polished

The turn is over. I'll be posting the wrap-up for the very eventful fall and winter by Wednesday. This will be... interesting.

Quote from: DolosusDoleus on November 01, 2015, 09:25:03 pm
- mcsnippetty -

I'm really bad at giving any sort of positive opinions but I do like this.

Quote from: Taupe on November 02, 2015, 02:18:44 pm
This will be... interesting.

So on a scale of 1 to everyone dying how fucked are we

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Splint** on **November 03, 2015, 05:50:56 pm**

Quote from: Mr Frog on November 03, 2015, 05:38:42 pm
Quote from: Taupe on November 02, 2015, 02:18:44 pm
This will be... interesting.
So on a scale of 1 to everyone dying how fucked are we
I'd like to put my money on "MAKE THE SCREAMING STOP FOR THE LOVE OF GOD"

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **November 03, 2015, 05:51:07 pm**

Quote from: Mr Frog on November 03, 2015, 05:38:42 pm
So on a scale of 1 to everyone dying how fucked are we
Hum.

Erhm.

You know, when you build something dangerous, and someone breaks a crucial lever at the worse possible time during a tantrum?

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **piisskop** on **November 03, 2015, 06:02:59 pm**

So giant hairy orgies in the dining room?

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **November 03, 2015, 06:13:21 pm**

Quote from: piisskop on November 03, 2015, 06:02:59 pm
So giant hairy orgies in the dining room?
Oh, fear not, it's not *localised*.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **November 04, 2015, 02:58:12 am**

Quote from: Taupe on November 03, 2015, 05:51:07 pm
Quote from: Mr Frog on November 03, 2015, 05:38:42 pm
So on a scale of 1 to everyone dying how fucked are we
Hum.

Erhm.

You know, when you build something dangerous, and someone breaks a crucial lever at the worse possible time during a tantrum?

I'm assuming this means that there was a distinct hiccup but you quickly resolved the issue with minimal loss of personnel and resources, and that our fortress's population is not currently comprised of 10 children and a mason walled into the food stockpile and on the verge of a bloody rage-orgy?

E: Fun fact: with my current page settings the word "orgy" and "orgies" now appear a combined total of 4 times on this page, not counting the instances used in this sentence in order to communicate their frequency of occurrence.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **November 04, 2015, 04:52:44 pm**

*I'm going to post this in split parts thorough the day. Then I'll post the save, and you'll all be invited to give it a try and see if you can pull off a miracle. Then I'll write a small extra part about what happen if you *don't*.*

* * * * *

"So what are we doing that for, anyway?" asked the first miner, as they dragged their newly made copper picks toward the depths.

"Following orders. That's what the overseer wrote, so that's where we diggin'.
-Yeah, but she's dead.
-Still, orders mate."

Spoiler (click to show/hide)

Bomrek Lisidral, Crossbow Dwarf has died of thirst.
'Krypta' Ledegast has become a mayor.
Zaneg Olonroldeth has become a militia captain.
Dakost Matultekhud Gitnuktishak Fath has become a Fishery Worker.
'Tackleberry' Lelgaslogem has become a Pump Operator.
Moldath Ducimuvar, Swordsdwarf has been found dead.
Sarvesh Inethnil, Dwarven Child has calmed down.
A cloud of seething mist has drifted nearby!
Doren Matdeduk, Dwarven Child is throwing a tantrum!
Kûbuk Ifinlibash has grown to become a Dwarven Child.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Kadol Zegkol has created a masterpiece!
Dishmab Gimingiz, Pleb cancels Store Item in Stockpile: Item inaccessible.
Ast Rakustdarûd, Dwarven Child has been missing for a week.
Kadol Zegkol has created a masterpiece!
Shem Zatamcilob, Dwarven Child is throwing a tantrum!
→Mistêm Rakustbekom, Axe Dwarf has been missing for a week.

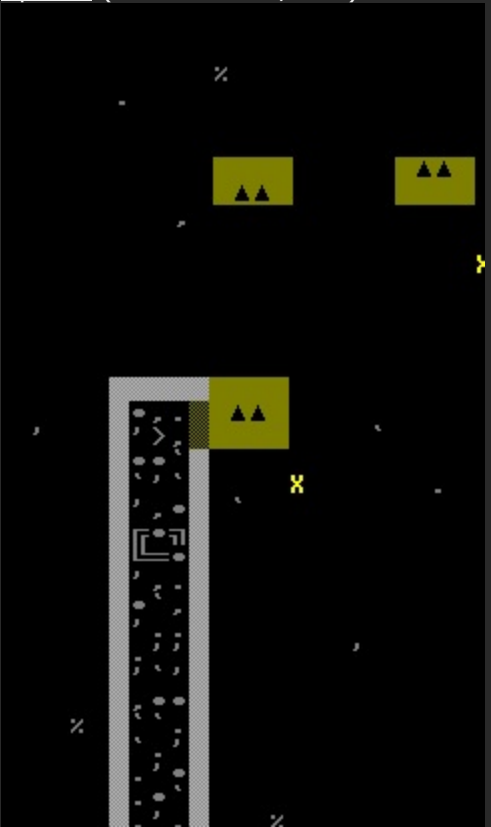
It wasn't really to them to call shots. so the miners just obeyed. They had a lot of work to do, and although they didn't have a clear deadline, the higher ups explained that "If we don't finish that soon we all die". Then the higher-up sort of died, because everyone was

too busy hauling craps or shitting their pants or mourning or punching children to feed the injured. This was a small sneak peak of what awaited them once the next wave of banshees showed up.

Spoiler (click to show/hide)



Spoiler (click to show/hide)



And so they headed to the mines. the first part of operation SPIREGATE (whatever that meant, y'all) was to connect the cavern lakes to the newfound magma see. Some said this was a way to retrieve adamantine, others assumed this was just some obsidian farming project. Most of the dwarves were too busy being out or throwing tantrums to really question what was going on.

Spoiler (click to show/hide)



Spoiler (click to show/hide)

Date: 208/05/28Idler: 12

Magma Forge

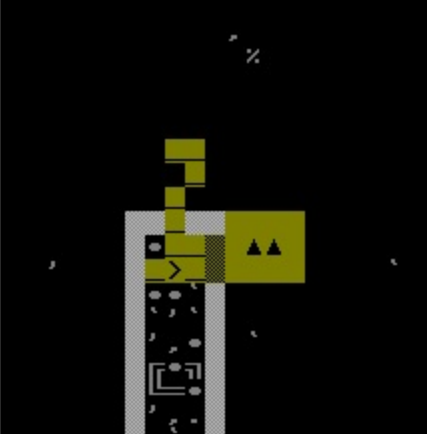
Construct Mechanisms
Construct Mechanisms
Construct Mechanisms
Construct Mechanisms
Construct Mechanisms
Construct Mechanisms

a: Add new task +-/=: Select
c: Cancel Current Task
p: Promote Current Task
r: Repeat s: Suspend
P: Workshop Profile
x: Remove Building
ESC: Done

The forges had been repurposed. No longer making golden whatever or smelting copper, the new orders were to make iron mechanisms that were magma safe.

"Why don't we just make magma-safe rock stuff?" the smiths asked. "Because we don't have time to hope the masons use the right stone, and double no time to set up and haul up a proper work chain for that." was the answer.

Spoiler (click to show/hide)

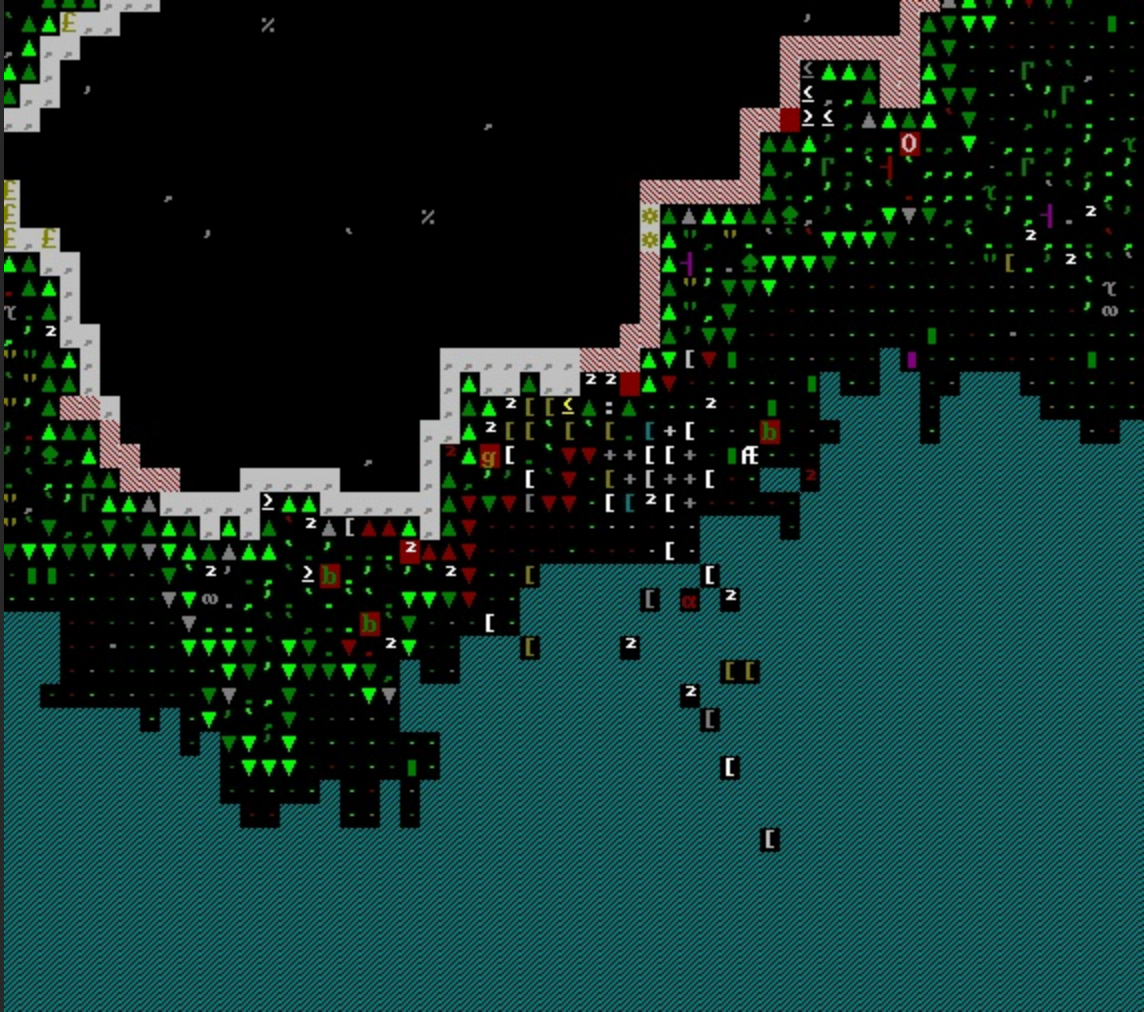


Spoiler (click to show/hide)

	Current Job	Happiness	Equipment	Profession	Mining	Carpentry	Crossbow-m	Wood Cuttin	Masonry	Stone Detaili	Animal Train	Animal Care	Hunting	Trapping	Small Anima
					Mining 66 have this labor enabled. Right click to change sort method.										
'Mr Frog' Thusestdeler															
'Gwolf2ki' Miskonos															
Geshud Oltarostath															
Shorast Aristbomrek															
Nish Athelcustith															
Ustuth İtonzatthud															
⚡ 'Crashmaster' Eribbecor ⚡															
⚡ Aban Letmosstīnhād ⚡															
Aban Olinlibad															
⚡ 'Agrela' Astelurdīm ⚡															
'Aldraglienon' Arzesmebzuth															
Äs Dodóksodel															
Asën Astvod															
Asën Rabederush															
Cilob Ethabīngiz															
Cog Lalturthīkut															
Dakost Matultek kud Gitnuktishak Fath															
Datan Ledegath															
Datan Zefonoshur															
Deduk Koganītdùn															
Deler Shetbêthèrith															
Dīshmab Gimīngiz															
Dôbar Estunkûbuk															
Ducim Rinaldeler															
Endok Uvarlikot															
Erib Sulusatır															
Ërith Stelidmeng															
Erush Ceroltomēm															
Fikod Cattentishak															
⚡ Goden Konosedīm ⚡															
Iden Etesilral															

More miners had been drafted. In fact, if you weren't an engineer or a metalworker, you were now a miner. There was a lot to do for Mr. Frog and his... 67 assistants. Most of them used the copper picks to carve speed holes into their neighbors, but some got to work on the bottom layer of SPIREGATE. The magma had to be filled with water, the paperwork said, so they had to channel out the area above it, starting from the far end.

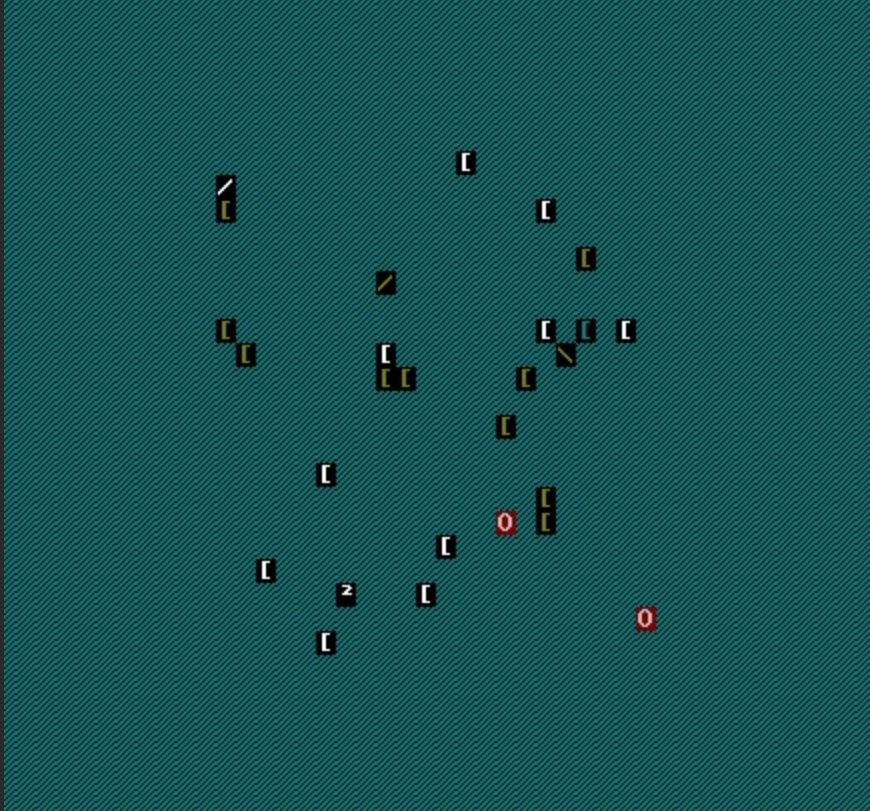
Spoiler (click to show/hide)



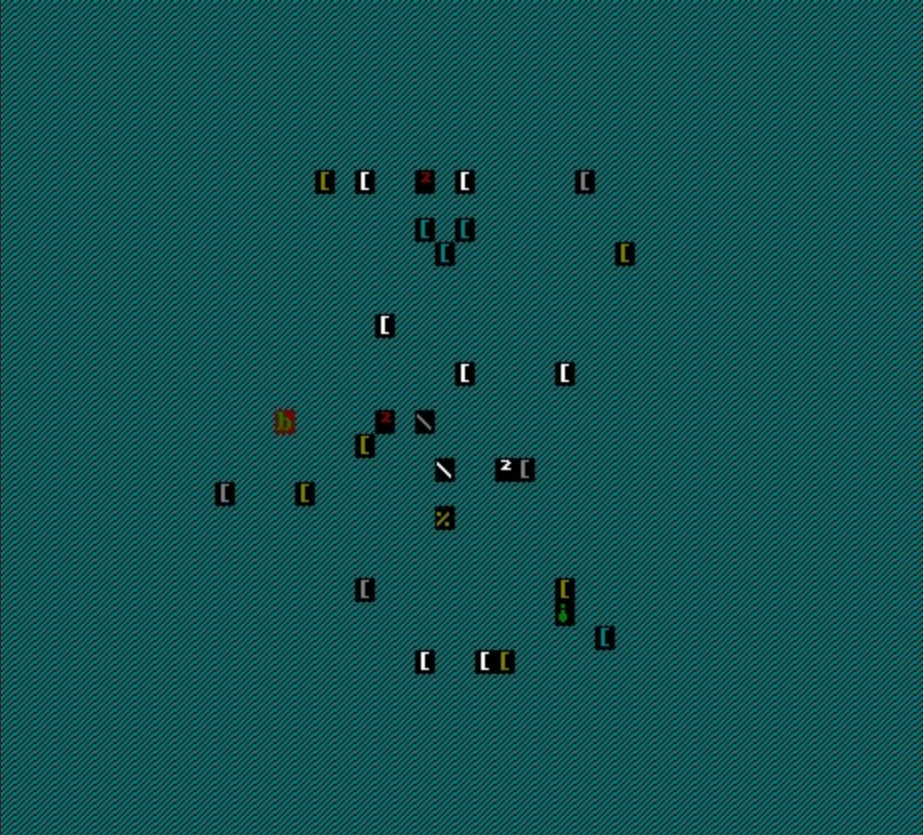
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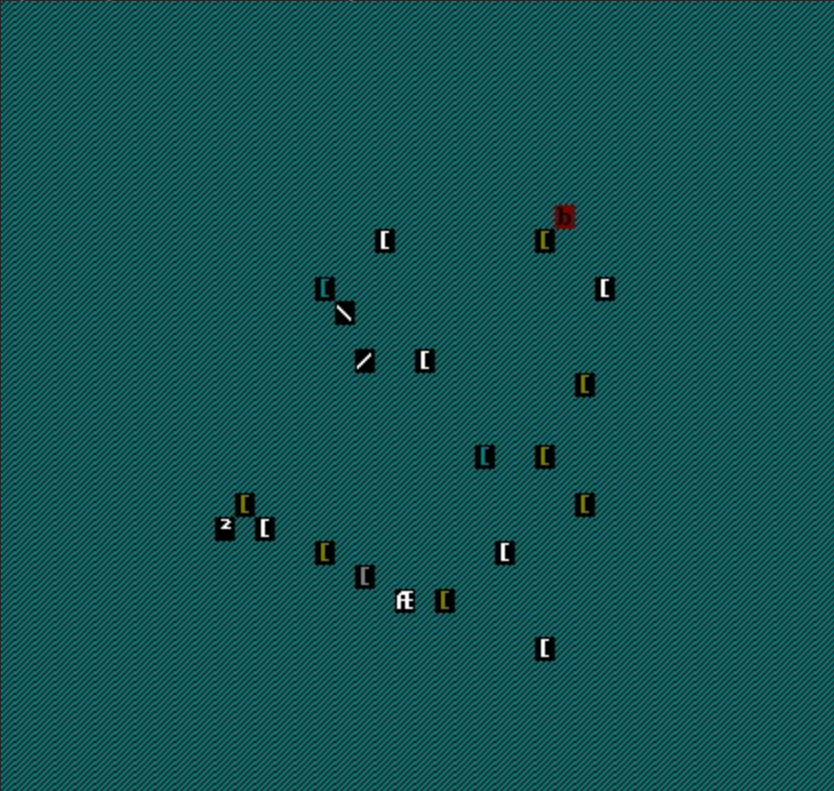
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Spoiler (click to show/hide)



[Spoiler](#) (click to show/hide)



Another massive tunnel was to be dug. before they could get on that, tho, they had to seal off the trade depot. Conveniently, the levers to activate the bridges were conveniently located at the heart of the fortress, and readily available. Pulling the lever was really, really easy.

I cannot stress this enough.

In any case, the gate's activation flung about 30 corpses into the air, 15 urists high, along with their belongings.

[Spoiler](#) (click to show/hide)

```
The <cave spider silk cloak> strikes The Holistic Spawn Wrestler in the
right upper leg, bruising the muscle!
The <<large phantom spider silk trousers>> strikes The Holistic Spawn
Wrestler in the third claw, right hand and the severed part sails off in
an arc!
The Holistic Spawn Wrestler's left lower leg skids along the ground,
bruising the bone!
The spinning <cave spider silk cloak> strikes The Holistic Spawn Wrestler
in the left lower leg, but the attack has no force!
The Holistic Spawn Wrestler slams into an obstacle!
The ònul Soshoshthob's tooth strikes The Holistic Spawn Wrestler in the
upper body, bruising the fat!
→The Holistic Spawn Wrestler stands up.
```

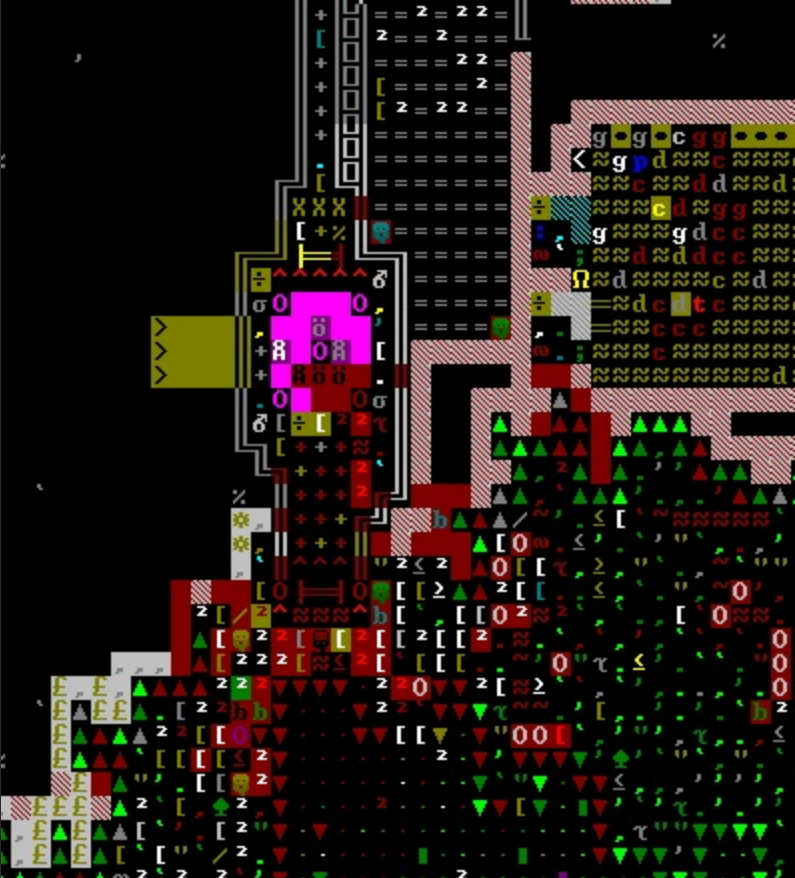
The resulting damage against the spawn was *minimal*.

[Spoiler](#) (click to show/hide)

```
→The <<iron short sword>> strikes The Holistic Spawn Elite Wrestler in the
right lower leg, shattering the bone!
```

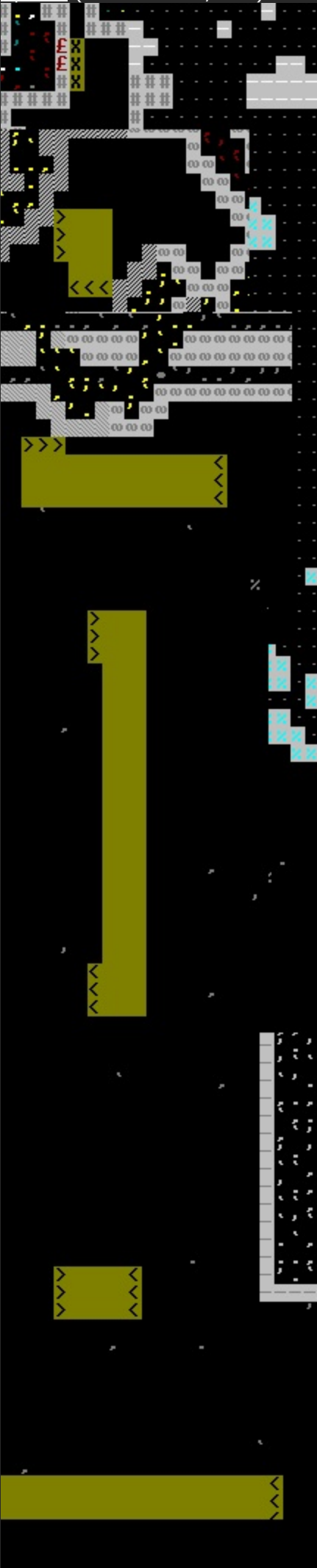
It was also *hilarious*.

[Spoiler](#) (click to show/hide)



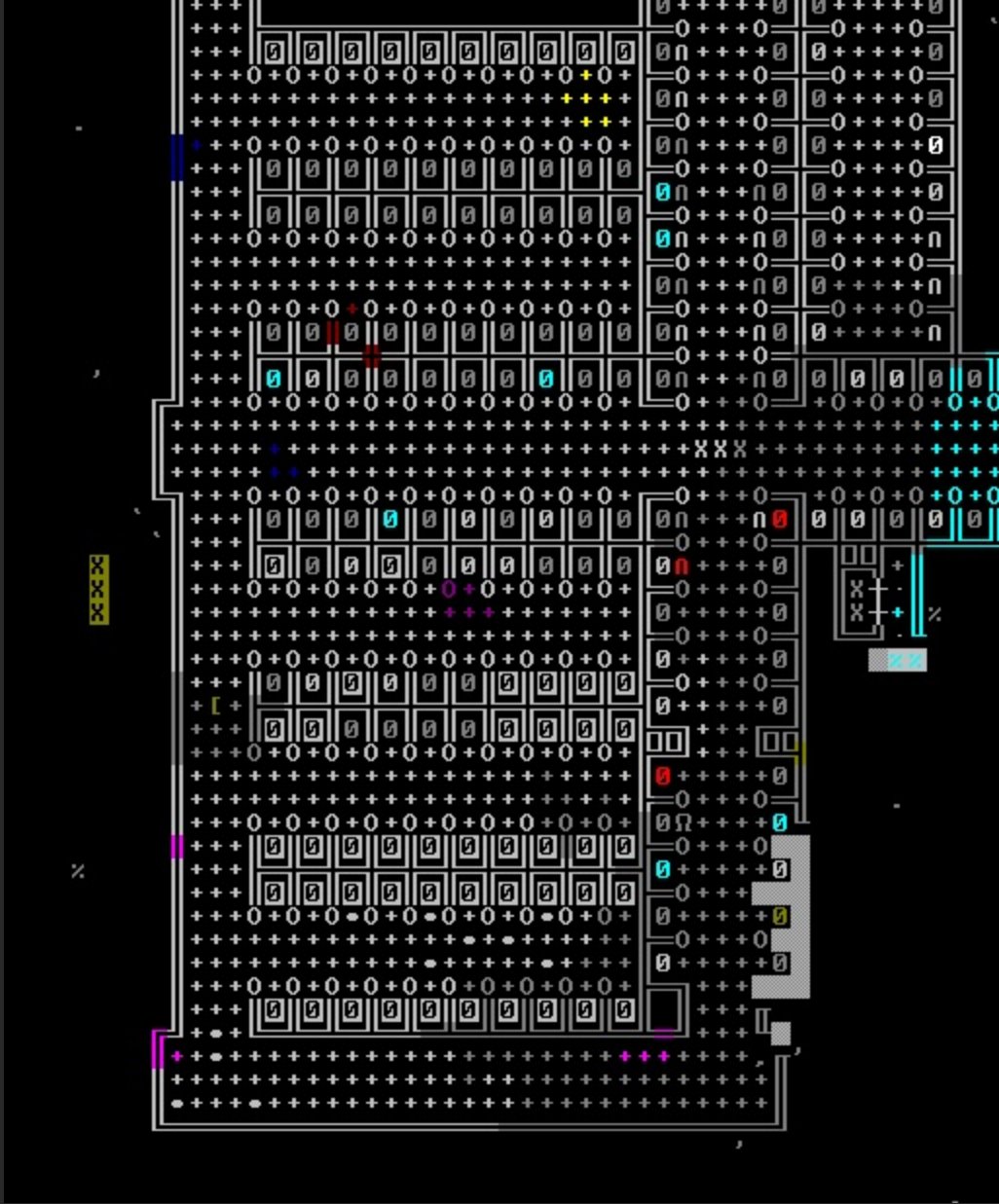
With the trade depot secured from the outside, it was time to lower the inner seal and get to work.

[Spoiler](#) (click to show/hide)



Digging this new tunnel would be long and arduous. The path would stretch from the mountainside to the spire itself, running around the various sections of the fortress and dodging magma and water alike. The cavern bypasses would be the trickiest part. Much time was spent on designing a tunnel that would be devoid of obstacles, yet quick to excavate. Time was of the essence.

[Spoiler](#) (click to show/hide)



With the depot room available for all dwarves to navigate, many corpses were found, friend and foes alike, twisted into a compressed pile of gore, goo and rags. The bodies would feel the halls of the dead with remains, and the heart of the living with sorrow.

[Spoiler](#) (click to show/hide)

Tobul Anedsazir, Crossbow Dwarf cancels Store Item in Stockpile:
Interrupted by Dwarf mutant.
'Tackleberry' Lelgaslogem, Spear Dwarf has died of thirst.
Mörul Sulusdakost, Peasant cancels Store Item in Barrel: Interrupted by Dwarf mutant.
You have struck almandine!
You have struck black zircon!

As the miners uncover various minerals, the rest of the fortress await for the next task. In the meantime, they start dumping banshee corpses into the volcano, to attenuate the miasma problem. Sadly, the red mist rolls in and turns one of the body-dumper into a mutant, causing more panic.

[Spoiler](#) (click to show/hide)



The fortress is still functional, but there are more reports of dwarves infighting than sparring. This new set of corpses is definitely not what clobbermountains need right now.

[Spoiler](#) (click to show/hide)

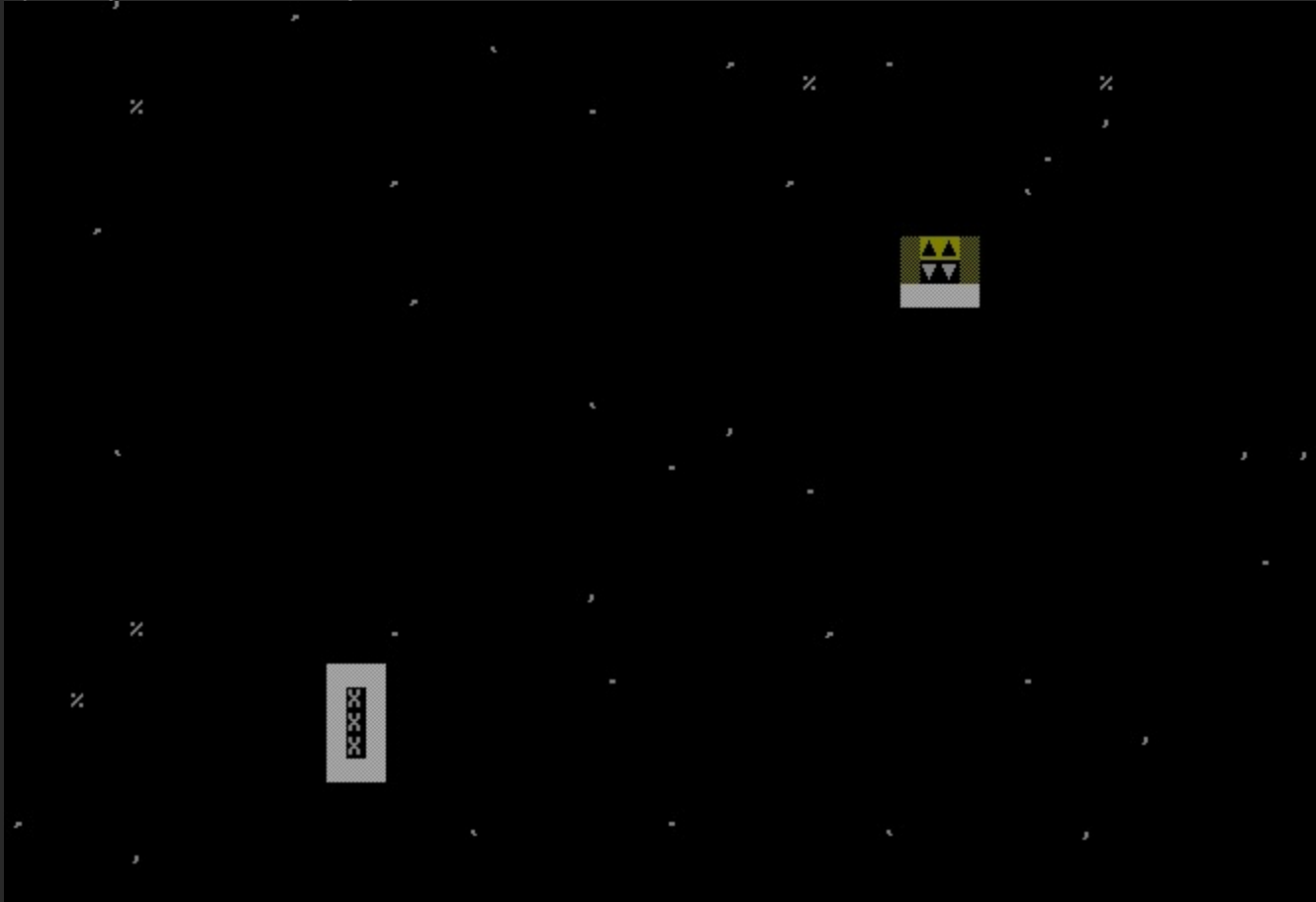


The mechanics are ready to start their share of the work on SPIREGATE. The project will require many levers, and a tantrumming dwarf activating or breaking one of these at a crucial moment could spell doom for the fortress. Each lever will be placed at the heart of the fortress, easy to access, but in an area that isn't used. fast, but safe. Small holes into the wall will allow the dwarves to seal a crucial lever forever, should the fortress reach a point where one of them should never be used again.

This is an aspect of the project so utterly vital, that even a drunken designer about to pass out understood it clearly. These levers will not be activated accidentally. Unlike the existing levers, which are in the middle of a corridor.

I cannot stress this enough.

[Spoiler \(click to show/hide\)](#)



Setbacks begin. the ramp excavation can only go for so long before the miners are unable to dig further up because... reasons. There isn't enough time to figure out a new design, so instead the caverns are connected to the water access tunnel, and the rest of the water chute is dug from the top. This area was designed to bring water down quickly, yet to facilitate quick evaporation of excess liquid.

[Spoiler \(click to show/hide\)](#)



A legendary miner, Mr. frog leads the way, connecting the SPIREGATE to the trade depot at a blinding speed. He stops here and there, to announce that carrying out each of the stones he left behind is truly, truly not a priority.

[Spoiler \(click to show/hide\)](#)



Soon he reaches the depot, and the masons and mechanics get to work on one of the many bridges required by the SPIREGATE. This is such a touchy project, that each bridge is to be made of a different material. Each lever will be clearly labbeled, each bridge labelled with the same name, and the (N)otes section shall contain indications about the bridge material, just to be sure. Leaving the fortress to future overseers without a clearly understandable mechanical layout would be suicide.

Spoiler (click to show/hide)

Udil Zimdodók, Furnace Tender has created Subestil Thebgemesh, a silver animal trap!

Press Enter to close window

Without much else to do, Udil the furnace tender has been working on a personal project. An artefact animal cage. The irony is strong, as the fortress is about to "trap" various "animals" soon enough. Sadly, the nature of this cage is absolutely unfit for the task at hand.

Spoiler (click to show/hide)

Doren Matdeduk, Dwarven Child is throwing a tantrum!
Doren Matdeduk, Dwarven Child has calmed down.
Tun Uristónul, Dyer cancels Carve Up/Down Staircase: Resting injury.
Uucar Zonvutram, Pleb cancels Store Item in Stockpile: Item inaccessible.
Sarvesh Inethnil, Dwarven Child has calmed down.
Nil Duralgusil, PKs Son is throwing a tantrum!
Nil Duralgusil, PKs Son has calmed down.
Uucar Zonvutram, Pleb cancels Store Item in Stockpile: Item inaccessible.
An animal has grown to become a Stray Goose.
An animal has grown to become a Stray Gander.
Id Nugrethoslan, Pleb cancels Store Item in Stockpile: Item inaccessible.
ónul Aláthalod has become a Pump Operator.
Udil Zimdodók, Furnace Tender cancels Construct Building: Taken by mo
The dwarves suspended the construction of basalt Coffin.
Udil Zimdodók, Furnace Tender has been possessed!
Uucar Zonvutram, Pleb cancels Store Item in Stockpile: Item inaccessible.
Udil Zimdodók has claimed a Magma Forge.
Sarvesh Inethnil, Dwarven Child is throwing a tantrum!
Sarvesh Inethnil, Dwarven Child has calmed down.
Sarvesh Inethnil, Dwarven Child is throwing a tantrum!
Sarvesh Inethnil, Dwarven Child has calmed down.
You have struck milk quartz!
Bëmbul Kilrudizeg, Lumberdwarf cancels Store Item in Stockpile: Item inaccessible.
You have struck native aluminum!
Id Nugrethoslan, Pleb cancels Store Item in Stockpile: Item inaccessible.
Udil Tanstâkud, Peasant cancels Store Item in Stockpile: Item inaccessible.
Mörul Sulusdakost, Peasant cancels Store Item in Stockpile: Item inaccessible.
You have struck wax opal!
Sarvesh Inethnil, Dwarven Child is throwing a tantrum!
Sarvesh Inethnil, Dwarven Child cancels Attend Party: Throwing tantrum.
Erib Ækumamost, His Gaudiness has mandated the construction of certain goods.
It has started raining.
Asën Rabederush, Hauler is throwing a tantrum!
Udil Zimdodók has begun a mysterious construction!
Sarvesh Inethnil, Dwarven Child has calmed down.
You have struck pyrite!
You have struck alexandrite!
You have struck mica!
Asën Rabederush, Hauler has calmed down.
You have struck mica!
You have struck native gold!
You have struck indigo tourmaline!
You have struck cat's eye!
You have struck mica!
Ducim Dastotasrer, Trader cancels Store Item in Stockpile: Job item misplaced.
You have struck tetrahedrite!
Minkot Essazir, Doctor cancels Store Item in Stockpile: Item inaccessible.
Urdim Iishisèrith, Glazer cancels Store Item in Stockpile: Item inaccessible.
You have struck morion!
You have struck hornblende!
Kadol Zegkol has created a masterpiece!
You have struck microcline!
You have struck brown zircon!
Tobul Anedsazir, Crossbow Dwarf is throwing a tantrum!
Tobul Anedsazir, Crossbow Dwarf cancels Operate Pump: Throwing tantrum.
Tobul Anedsazir, Crossbow Dwarf has calmed down.
You have struck microcline!
'Karen' Dodókrifot, Spear Dwarf is throwing a tantrum!
Etur Libashlektad, Glazer cancels Store Item in Bin: Resting injury.
Udil Zimdodók, Furnace Tender has created Subestil Thebgemesh, a silver animal trap!
You have struck pyrolusite!
iton Atisonul, Dwarven Child is throwing a tantrum!
Tobul Anedsazir, Crossbow Dwarf is throwing a tantrum!
Tobul Anedsazir, Crossbow Dwarf has calmed down.

At least, Udil is being productive. as he created his masterpiece, many of his friends chose to fight among themselves instead of working. Hopefully, his knowledge and skills will be put to good use before this is all over. (They won't)

Spoiler (click to show/hide)

Tobul Anedsazir, Crossbow Dwarf is throwing a tantrum!
Tobul Anedsazir, Crossbow Dwarf has calmed down.
Tobul Anedsazir, Crossbow Dwarf cancels Sleep: Went insane.
Tobul Anedsazir, Crossbow Dwarf has gone berserk!

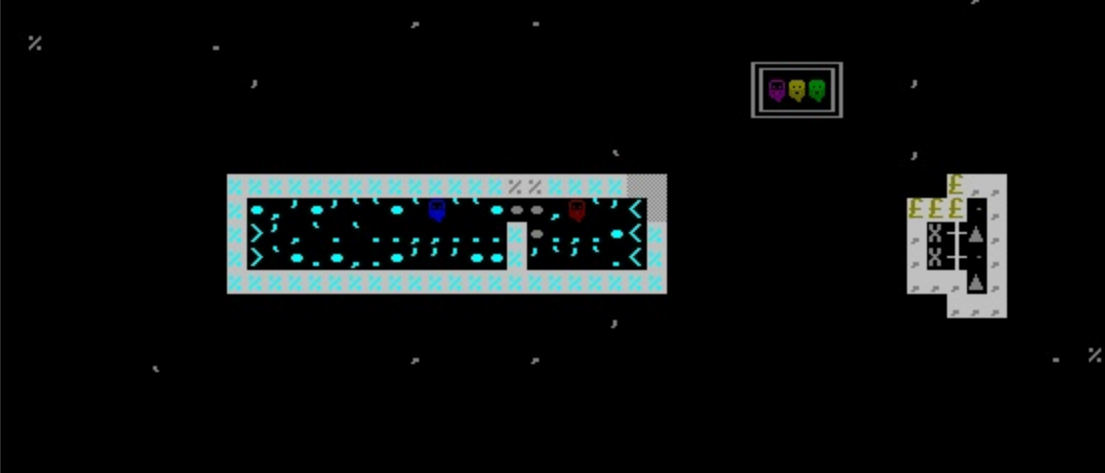
As soon as the artefact is complete, a marksdwarf goes utterly insane, and murders Udil on the spot.

Spoiler (click to show/hide)

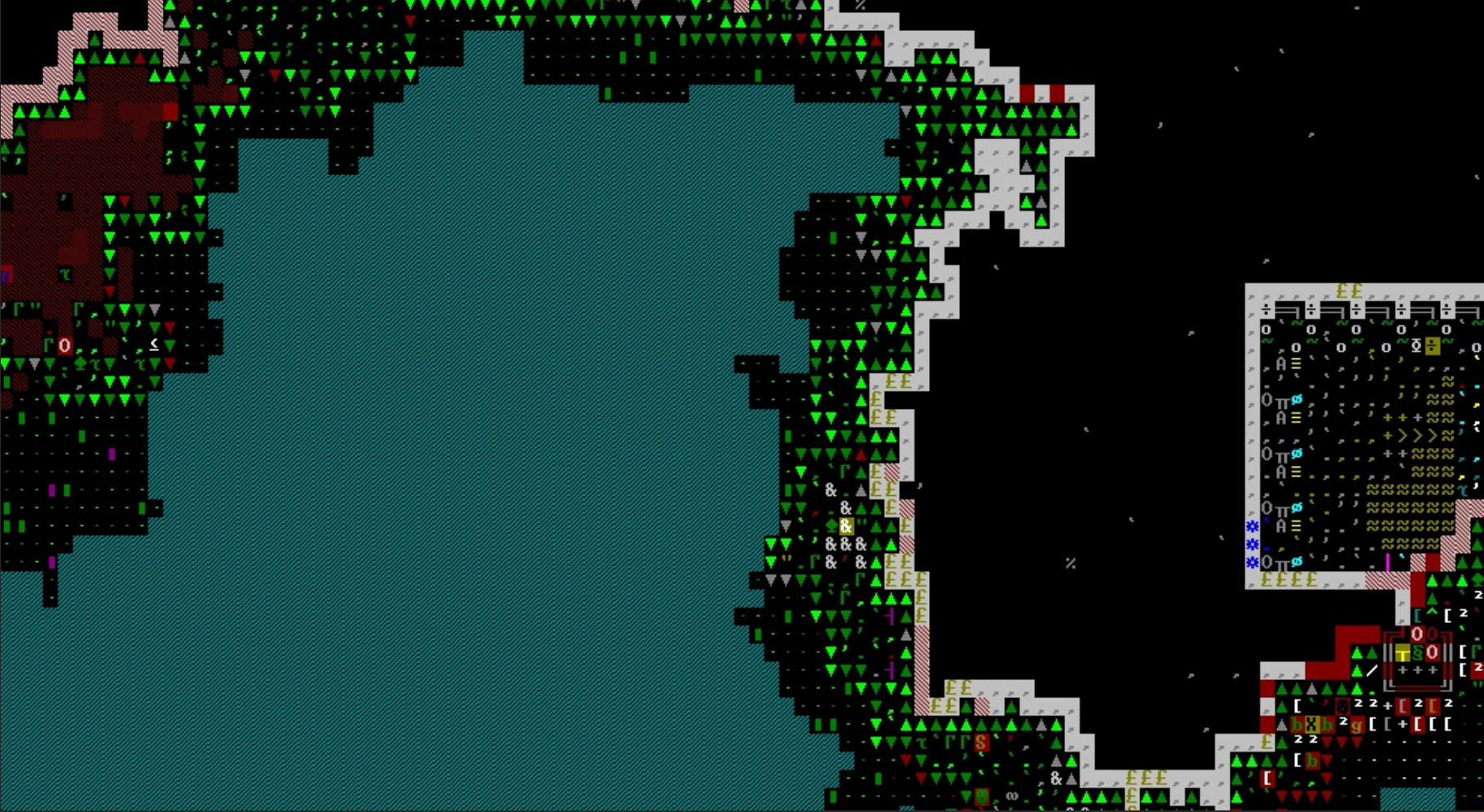
The flying <≡iron bolt≡> strikes The Weaponsmith in the lower body, tearing the muscle and tearing the lower spine's nervous tissue through the giant cave spider silk cloak!
A tendon in the lower spine has been torn!
The flying <≡iron bolt≡> strikes The Spear Dwarf in the lower body, tearing the muscle and tearing the right kidney through the x<troglydyte leather trousers>x!
The Spear Dwarf strikes The Crossbow Dwarf in the lower body with her ≡willow shield≡, bruising the muscle and bruising the stomach through the ≡iron chain leggings≡!
The Spear Dwarf strikes The Crossbow Dwarf in the right upper leg with her ≡willow shield≡, bruising the muscle through the ≡iron chain leggings≡!
The Spear Dwarf strikes The Crossbow Dwarf in the right foot with her ≡willow shield≡, bruising the muscle through the <phantom spider silk sandal>!
→The Spear Dwarf strikes The Crossbow Dwarf in the right foot with her ≡willow shield≡, bruising the muscle through the <phantom spider silk sandal>!

A soldier gets up in time to stop further rampaging of the forges. The murder of his old army buddy does little to lift his spirits, however. The army has always been on edge, thanks to long patrols, massive drafts and frequent battles and death. now, they are beginning to snap. The helpless civilians pray to Armok that this crossbowdwarf's insanity is not the first sign of a tantrum spiral.

[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)



The dwarves of clobbermountains have reclaimed the trade depot, but past this point, the jungle belongs to the spawn. Misshapen former dwarves with a gapping maw stalk the cliffside, and every week a cloud of vile, corrupting mist rises from the cursed tropical forest.

[Spoiler](#) (click to show/hide)

Before Varkostyeth, Distiller cancels brew drink. Needs
A caravan from Shakethmeng has arrived.
→Their wagons have bypassed your inaccessible site.

This is a act that's utterly lost on the dwarven traders. Their fate is best left undescribed.

[Spoiler](#) (click to show/hide)



Kobold ambushers try to get a jump on the traders, unaware of the real danger rushing toward them. Their fate is also best left undescribed.

Clobbermountains is closed to the outside world.

Clobbermountains is slowly bursting from the inside.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **DolosusDoleus** on **November 04, 2015, 07:45:21 pm**

[Quote from: Taupe on November 04, 2015, 06:19:30 pm](#)

This is an aspect of the project so utterly vital, that even a drunken designer about to pass out understood it clearly. These levers will not be activated accidentally. Unlike the existing levers, which are in the middle of a corridor.

I cannot stress this enough.

I'll still give it about 15 minutes before a tantruming dwarf somehow finds his way over to them.

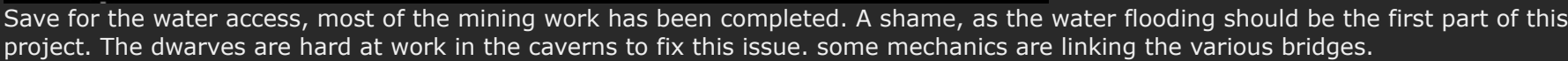
That or the next overseer.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **November 04, 2015, 08:17:29 pm**

This is actually going much more smoothly than I was anticipating.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **November 04, 2015, 10:13:50 pm**

[Spoiler](#) (click to show/hide)



The Forgotten Beast Lolathe Lerine Rithi has come! A great hornet composed of amber. It has large mandibles and it undulates rhythmically. Beware its poisonous sting!

Press Enter to close window

Spoiler (click to show/hide)

Page 5/5FPS: 100 (49)13th Timber, 208

mace≡. chipping it!
The Crossbow Dwarf bashes The Forgotten Beast in the head from behind with his candlenut crossbow, fracturing it!
The Mace Dwarf punches The Forgotten Beast in the right wing with her left hand, chipping it!
The Crossbow Dwarf bashes The Forgotten Beast in the left wing from the side with his alder crossbow, fracturing it!
The Spear Dwarf scratches The Forgotten Beast in the right third foot from the side, chipping it!
The Spear Dwarf bashes The Forgotten Beast in the left first foot with the shaft of her -iron spear-, fracturing it!
The Mace Dwarf scratches The Forgotten Beast in the left first foot, fracturing it!
The Forgotten Beast misses The Spear Dwarf!
→The Crossbow Dwarf bashes The Forgotten Beast in the head from behind with his candlenut crossbow and the severed part sails off in an arc!

The dwarves will confront it. They have to. the surviving soldiers rush downstairs, and a fight begins. The beast's attack is laughable, and the soldiers eventually fracture it to death using wooden crossbows.

Work continues until something else shows up. A flying crocodile pulsating deadly gases...

Spoiler (click to show/hide)



There is little time to react. At this point, the project may be finished by digging through the tunnels from the bottom up. The workers wall off the tunnel from the caverns quickly. It is time to close the gate. No lever seems to be labelled for such a purpose. Two levers are found on the cavern level, unidentified. Could they be what seals the two cavern gates?

Spoiler (click to show/hide)



...Nope. The fortress begins to flood. The levers are reactivated in time. some masons try to build a wall in time, but the giant crocodile is too close, and rushes inside.

Spoiler (click to show/hide)



The soldiers are dispatched once more. They are still reffered as squads a to h, even tho most of these are now empty. Still, dispatching so many squads fills the dwarves with some semblance of safety, no matter how illusory.

Spoiler (click to show/hide)



Spoiler (click to show/hide)



Some fall. Some flee. As the soldiers reach the caverns, the giant crocodile is trashing the mason workshops, and chasing dwarves around.

Spoiler (click to show/hide)

```
Interrupted by Forgotten Beast.
Sodel Othsinthob, Engineer has been found dead.
Onol Avuziden, Hauler cancels Store Item in Stockpile: Interrupted by
Forgotten Beast.
Stākud Ilushendok, Armoursmith cancels Store Item in Stockpile:
Interrupted by Forgotten Beast.
Bezbin Inabe, Forgotten Beast is no longer enraged.
Cilob Ethabāngiz has become a Clothier.
Aban Olinlibad, Furnace Tender cancels Recover Wounded: Resting injury.
Aban Olinlibad, Furnace Tender cancels Recover Wounded: Resting injury.
Erib Ākumamost, His Gaudiness cancels Store Item in Stockpile: Item
inaccessible.
Forge copper mace <2> has been completed.
Kadol Zegkol has created a masterpiece!
Construct iron Floodgate <6> has been completed.
Fikod Cattentishak, Bone Crafter cancels Butcher an Animal: Needs
butcherable unrotten nearby item.
Sigun Gusilgisĕk has created a masterpiece!
'Karen' Dodōkrifot Oltarstistrās Rinul, Spear Dwarf has suffocated.
Udil Uzolmamot has become a Pump Operator.
>A cloud of seething mist has drifted nearby!
```

Spoiler (click to show/hide)

```
>'Aldraglienon' Arzesmebzuth has created a masterpiece!
Forge copper pick <10> has been completed.
Led Zefonlibad, Pleb cancels Store Item in Stockpile: Item inaccessible.
Aban Olinlibad, Furnace Tender has suffocated.
```

Spoiler (click to show/hide)

```
>Sigun Gusilgisĕk has created a masterpiece.
>Dakost Matultek kud Gitnuktishak Fath, Hammer Dwarf has suffocated.
```

Karen faces the beast and slays it. The soldiers celebrate for a brief moment, then everyone involved in the incident chokes on their blood, falls to the ground and dies promptly. "Promptly" has become my favorite word while writing about dwarf fortress, because it applies to so many forms of syndromes.

Spoiler (click to show/hide)

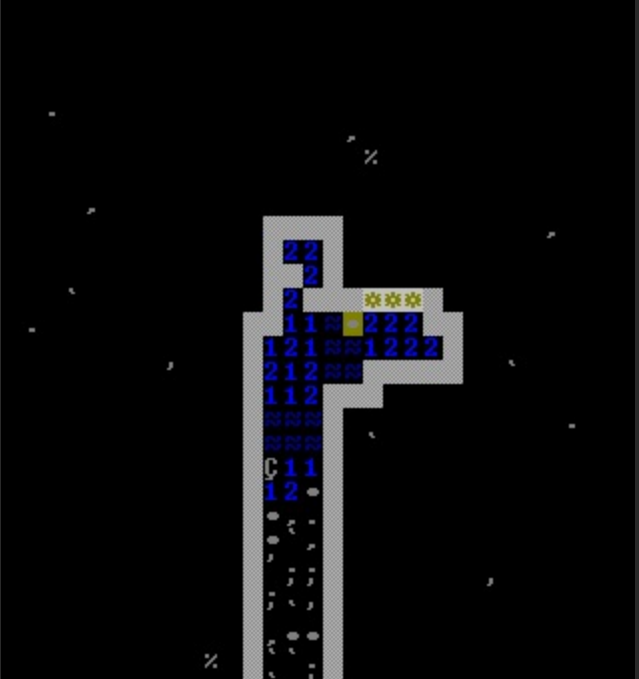


The way is clear for now, despite the recent losses. The dwarves finish the last touches on the water gates and tunnels. They are ready for the first part of project SPIREGATE.

[Spoiler \(click to show/hide\)](#)



[Spoiler \(click to show/hide\)](#)



The bridges are lowered briefly. Water rushes down the ramp stack. The main part covers the channeled area above the magma sea, turning it into obsidian, and sealing the breach around the adamantine formation. the small areas around the ramps quickly get rid of excess water, and the dwarves are ready to carve deep, deep into the precious metal. They swarm the top layer of the spire, removing the obsidian layer before retreating. From the very fragile safety of the fortress, they choose a volunteer. The next part of the project clearly mentions that one dwarf alone must accomplish this. The dwarves know not what's going to happen, but they know what this kind of sentence usually means.

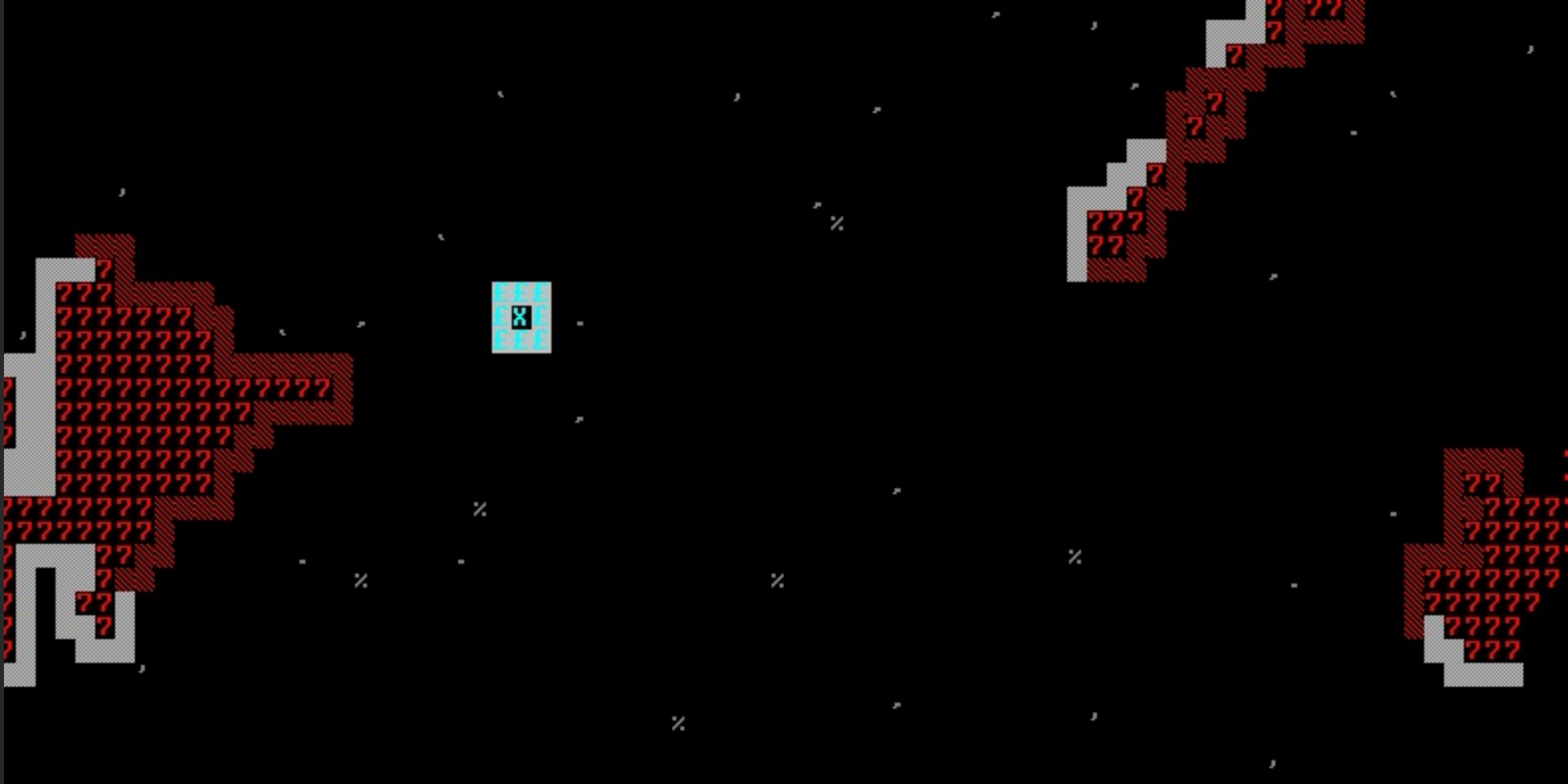
[Spoiler \(click to show/hide\)](#)



Ustuth Nuturns ventures down to meet his final duty. He is unaware of what's to come. To him, this is merely a suicidal magma-breaching job of some sort. Miners never return from these. Mr frog once dispatched a close friend to such a duty, and they haven't seen her since. The founder hasn't been quite right in the head ever since.

Ustuth digs one square, then heads back upstairs. The path to the fortress was sealed behind him. No matter. He can still access the depot. He goes there, and grab a drink from a random barrel. *"Maybe my last drink"*, he thinks. The folks in the fortress were wise enough to close acces to the depot from the fortress. He has no way to go but down again, where more carving awaits. *"Damn little assholes, they were quick enough to activate that conveniently reachable lever and seal me here"*

[Spoiler \(click to show/hide\)](#)



Ustuth is sweating. It's so hot down here. so rich, however. This adamantine... once he gets back to the others, they'll be amazed at what he found. Layers upon layers of adamantine ores. His orders are to dig as deep as the spire go, one layer at a time, as to avoid the molten rock. From his perspective, it's impossible to tell for sure if he's in the middle of the thing, or about to hit magma. He has to go back and excavate new stauircases every two level or so. He's doing pretty good for himself.

"Hell, if we just melt all this, we could just fend off our enemies easily!" he exclaims. He digs another level.

"Hell, this is so awesome, we are rich" he says, as he digs another level.

"Hell, his Gaudiness will make me a duke for this prospecting work!" Ustuth thinks as he hits another level of cyan metal.

"Hell..." he mutters, as his pick pierces the last level of the spire.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Splint** on **November 04, 2015, 10:37:29 pm**

"Ah Shit." - Final words of Ustuth Nuturns.


Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **November 04, 2015, 10:56:06 pm**

Spoiler: [Just gonna leave this here](#) (click to show/hide)


Mr Frog

Bay Watcher

Posts: 1906



[EUPHORIC]



Re: Oh...

« Sent to: Taupe on: November 02, 2015, 09:11:53 pm »

Can't remember how dangerous they are. Have fun!

(Also if you get messages like "Urist McDwarf farts!" it means I mistakenly left a debug interaction in and you should probably start to panic.)

A great human twisted into humanoid form. It has an emaciated appearance and it squirms and fidgets. Beware its bronyism!

Spawn of Holistic, and other mods

My tileset. Because someone asked. (Now with installation instructions!)


|| Quote from: Hamslanda on May 08, 2012, 10:12:22 pm

I so want your spawn babies


Taupe

Bay Watcher

Posts: 1325



Weasel Monarch



Oh...

« Sent to: Mr Frog on: November 02, 2015, 03:28:59 pm »

« You have forwarded or responded to this message. »

[img=]http://Oh my fucking god what have you done.[/img]

Whisperwhip: Syndrome testing facility

|| Quote from: Iamblichos on February 28, 2015, 08:04:37 am

This place looks like a bomb went off in a meeting of Dwarven Hoarders Anonymous.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Splint** on **November 04, 2015, 11:01:29 pm**

Heheheheheheheheh..... Yeah, I think this might be it.

Just as our ancestors ages ago, fought in the face of defeat, so too shall we be torn to complete and utter shreds for trying that shit.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **November 04, 2015, 11:15:15 pm**

I would like to point out that up to this point, including the eerie cavern and horrifying scream part, I was very satisfied with myself with this incredibly well executed plan.

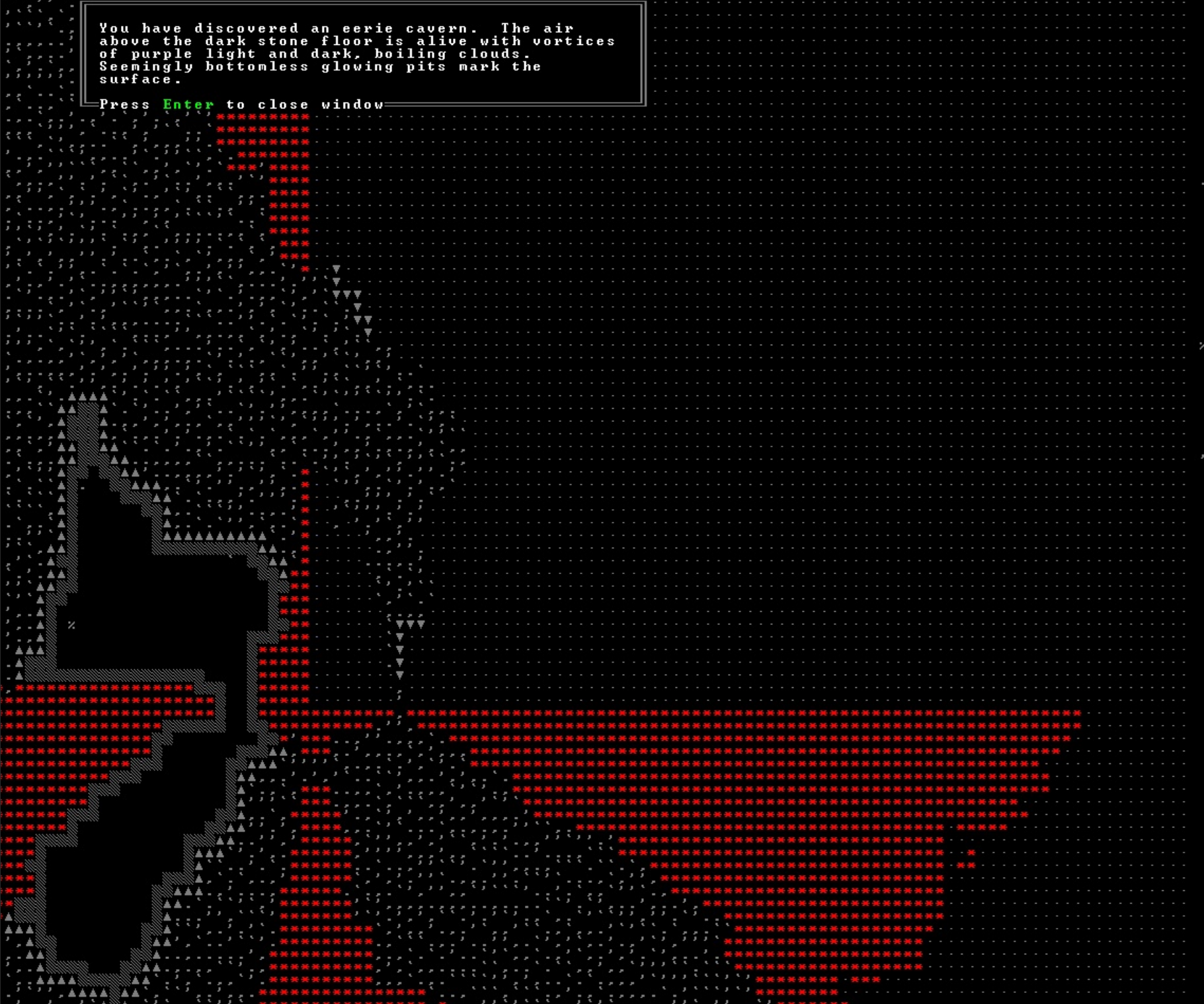
Then I pressed U to check out what kind of hilarious clowns we had.

Then I learned something interesting and *terrifying* about modding.

That being said, I never felt irony so strong as when I sat at my computer after meticulously and purposely digging straight into hell for hours, only to *then* declare "*Oh no I've doomed the fortress, **this is not what I expected!***"

* * * * *

[Spoiler](#) (click to show/hide)



For Ustuth, the eerie cavern was a mystery, a discovery.

[Spoiler \(click to show/hide\)](#)



They would have adamantine. Tons of it. The army would be rebuilt, stronger, lighter, better faster, whatever. This was the beginning of a new age. In the meantime, the invaders would be kept at bay by the demon. When the demon's job was done, and the soldiers were once again ready to take to the fields of battle, the demons would be lured downstairs once more by various statues, where the water access would flush them into the spire to drown, or land on a thousand traps they can't avoid while affected by the currents.

And it was working.

Have you read Syrupleaf?

Oh fuck.

[illegible]

Spoiler (click to show/hide)

```

the Mace Dwarf Sodel Atêkkel is sparring.
the Mace Dwarf Aban Letmosstinthäd is sparring.
the Sword Dwarf Stâkud Urrîthsazir is sparring.
the Sword Dwarf Endok Uvarlikot is sparring.
the Gaudy Guards Tholtig Akatherush is sparring.
the Gaudy Guards 'Fervus' Abodstinthäd is sparring.
the Greater Spawn is fighting!
the Greater Spawn is fighting!
the Greater Spawn Memadbothon is fighting!
the Engraver Ustuth Ishlumvucar is fighting!
the Greater Spawn is fighting!
→ the Greater Spawn is fighting!
the Greater Spawn is fighting!
the Greater Spawn is fighting!
the Greater Spawn is fighting!
the Crossbow Dwarf Udil Uzolmamot is sparring.
the Crossbow Dwarf Cilob Ethabîngiz is sparring.
the Honor Guard 'Krypta' Ledegast is sparring.
the Axe Dwarf Zaneg Etesendok is sparring.

```

Spoiler (click to show/hide)



For Ustuth, this meant nothing more. They were demons, they were his doom made flesh and bone. greater spawns or mighty doves or fiendish smoke creatures, it mattered little to him. Ustuth Nuturns was a dead dwarf all the same. His blood would be the first to soak the bottomless pits of the great abyss regardless...

[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)

The Greater Spawn emits a horrifying screech!
→The Greater Spawn stands up.

For Clobbermountains, this meant that things were definitely not going as planned.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **November 04, 2015, 11:39:51 pm**

You probably shouldn't have trusted me not to put in a "surprise". I mean, c'mon, a succession fort with every mod clearly advertised and explained in the OP? Where's the fun in that?

Also that entire reply is going in the quote bank as it caused me to literally pulsate with black joy.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **November 05, 2015, 12:35:17 am**

Quote from: Mr Frog on November 04, 2015, 11:39:51 pm

You probably shouldn't have trusted me not to put in a "surprise". I mean, c'mon, a succession fort with every mod clearly advertised and explained in the OP? Where's the fun in that?

Also that entire reply is going in the quote bank as it caused me to literally pulsate with black joy.

I blame you entirely for this. The tough part will be to be remembered as a tragic victim rather than the cause of all this. *"Why yes, I did did straight to hell, but that was **his** fault"*. More than ever, the road to hell is paved with good intentions...

* * * * *

"Hey, Urist, what's that strange, soul-shattering bunch of screams I be hearing?
-Gee, Bomrek, I 'unno. Sounds like, maybe magma or whatever. But the instructions said this is when we should open the last envelope. "

They retrieve the final, sealed set of instruction from ex-overseer Zaneg. Inside is a complete blueprint of the finished SPIREGATE. so far, each worker division has been blindly following instructions or working on specific parts of the project. It comes with a letter.

Quote

"Dear survivors of Clobbermountains,

If you are reading this, then you have followed the plan as I instructed, and SPIREGATE is complete. We should have a supply of demons waiting to crush our enemies, and a way to bypass them to aquire adamantine. In time, we'll be able to rebuild our army and outfit it with legendary-grade equipment. In the meantime, the soldiers are too weak. that's why we need those demons. I'm sorry I mislead you, but it was the only way to salvage the fortress, to survive the next banshee attack.

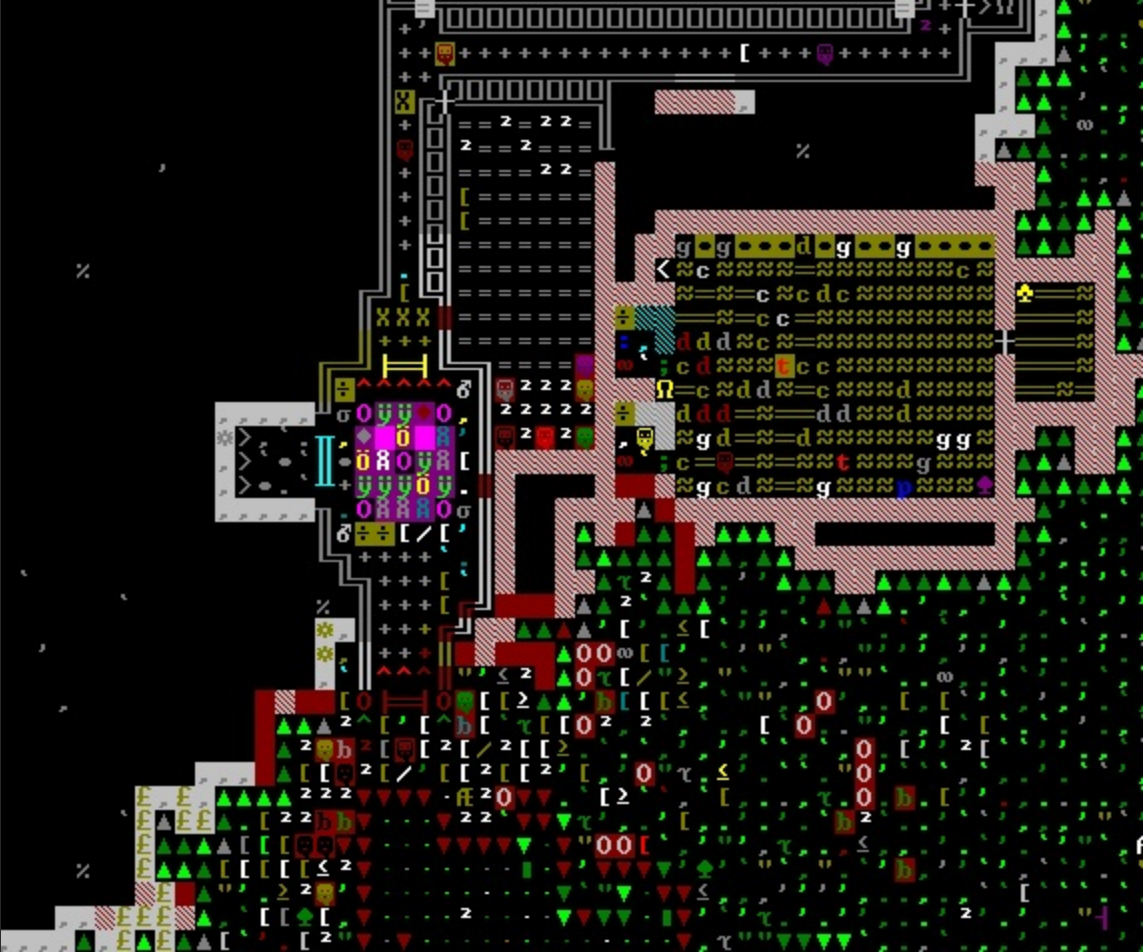
The water system should allow you to eliminate the demons, in time, when they have outlived their usefulness. Until then, be strong, and survive! You can do this! Remember to unleash the demons once banshees arrive.

-Your fallen Overseer,
Zaneg"

[Spoiler](#) (click to show/hide)



Spoiler (click to show/hide)



The plan was insane, yet the results were there. To the good people of Clobbermountains (and the larger, insane part), the nature of those demons was still a mystery. The creatures were locked behind a gate. A few ventured near the trade depot, but they backed down and were sealed in the tunnel soon after. There was only one major problem.

The lower gate had been damaged, or wasn't linked properly. There was no way to seal the demons from the spire. Adamantine, by a strange and whimsical mechanical mistake, was out of the dwarven reach.

It was a mere week before the next year. soon, as per dwarven customs, a new overseer would be chosen. Until then, the words of Overseer Zaneg was to be law. The demons were to remain in the tunnel until the next overseer chose to unleash them, or not.

Until someone said the fateful words.

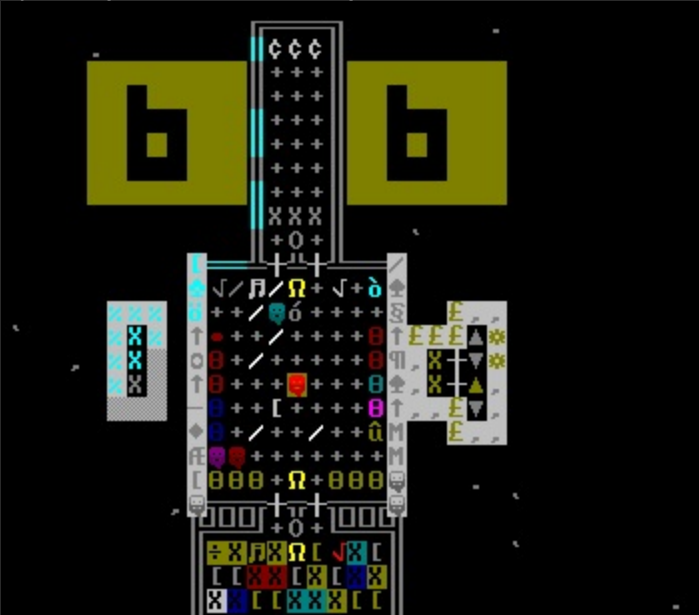
Spoiler (click to show/hide)

Nymbarre Barbaeerrarre, Banshee Pikeman	Invader
Sornirre Diesnohjiedorre, Banshee Pikeman mutant	Opposed to life
Biemulle Bourienaelie, Banshee Pikeman	Invader
Bege Senvommeorumye, Banshee Pikeman	Invader
Urbolle Nyremmesalra, Banshee Crossbowman mutant	Opposed to life

"Banshees! Banshees on the surface!"

The dedicated lever operator was ready. He knew what he had to do. He began the lever activation duty, but when he got to the final part...

Spoiler (click to show/hide)



"It's gone." he said. "The lever is gone!"

Someone had trashed the conveniently-located, publicly available lever in a tantrum. This was some very shocking and unexpected news. They would need to herd the demons back in the tunnel, then open the inner seal to send a worker out to die, and deconstruct the outer gate in the process. A volunteer is chosen. he knows what must be done.

Things are going downhill, and fast. No access to adamantine, and now, the way to the surface will be permanently unavailable. For better or worse, unleashing the demons will be a permanent action. There is no going back. Clobbermountains will be isolated, and the surviving dwarves will have to live their lives in there without any way of seeing the sun again. It is the only way to survive against the banshees,

sadly.

"I've had enough of this place!" announces a dwarf.

"Fuck this place.
Fuck my life.
Fuck Clobbermountains and fuck His Gaudiness."

It's another tantrum. The dwarves ignore him. Flint, gaudy guard, draws his hammer. Talking against the king is a punishable offence, after all. They can tolerate children infighting, but not *disrespect*. "Watch your mouth" says the guard. "Or I'll teach you."

"Thatâ€™s right, I said it, and Iâ€™ll fucking say it again: FUCK YOU!!! FUCK HIS GAUDINESS!!! FUCK THE ROYAL ARCHIVIST!!! I DONâ€™T CARE WHAT YOUâ€™LL DO TO ME FOR SAYING THIS!!!
â€¦I donâ€™t care what happens to me at all."

The guard gets closer. there is no avoiding the hammerin' now. Not after *this*. The tantrumming dwarf starts to flail his arms around, trashing stuff around and screaming. The dwarf has clearly gone insane. He's having a mental breakdown in the middle of the fortress. People are looking, waiting. waiting for more, waiting for him to stop. Waiting for the public display of brutality.

"I will die.
I will die, and then I wonâ€™t have to feel grief anymore.
I will die, and then I wonâ€™t have to deal with life anymore.

I donâ€™t care anymore.

Iâ€™m already dead."

The dwarf kicks something. Something just within his reach, something easily accessed to just anyone, sitting there in a public area.

I cannot stress this enough.

Someone jumps on the lever and flips it back within the minute. It's already too late.

Spoiler (click to show/hide)



Happy New year, Clobbermountains! (<http://dffd.bay12games.com/file.php?id=11260>)

So, I'm not sure if there's another turn. Here's the situation in a nutshell:

Spoiler (click to show/hide)



A tantrumming dwarf kicked the inner access lever *before* we could lure the demons back in the tunnel. the gate has been closed, but some greater spawn are in the fortress. What's more, they are right in the central staircase and can get *anywhere*. The banshees appeared a week before the year ended (setting up the thing took two full seasons). They showed up the moment I finished the whole SPIREGATE thing and got the demons ready. My turn finished six ingame hours after the lever incident, so that's some fun timing right there. About the same moment, the ambushing banshees were instantly swallowed by a gigantic, well placed cloud, eliminating them utterly. Yes, that's right, not only did everything go to hell with the spawn, but it happened *for naught!*

Maybe you can salvage the fortress. This will require a lot of planning and some good moves, and also a damn fine amount of luck. Even if you do, we'll have a very shaky population, and we'll probably have to dig and seal a way to the surface just to unleash the spawn against any invading banshees by deconstructing the bridge from the outside. There will be corpses and few ressources and tantrums and miasma and *general unpleasantness*. Here's (<http://i.imgur.com/dl75IDN.jpg>) a quick summary (<http://i.imgur.com/67zDvJM.jpg>) of what happens if you don't do something awesome.

I want to say I'm sorry for what happened, but I'm not.

Hahahahahaha Bwahahahahaha

We are so *dead*. Really really dead.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **November 05, 2015, 12:55:47 am**

I dunno, I think we can salvage this. I'm mucking around a bit, and I've found that the King is currently in an easily-walled-off mason's shop about 50z down -- he just finished sealing himself in as I type this -- along with a number of dwarves in a reasonably-stable emotional state -- at least one of which can mine. My main concern is re-securing our food resources.

E: Aldraglienon is currently in an easily-walled-off farming area full of plump helmet seeds, as well as a conveniently-placed gabbro block. It'll take some intense micromanagement to get him to actually build the wall, but there's a food source right there. We'll of course have to connect the farm with our bunker down below somehow...

E2: Never mind, a spawn just jumped in while he was building the wall. Hm.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **November 05, 2015, 01:03:34 am**

Quote from: Mr Frog on November 05, 2015, 12:55:47 am

I dunno, I think we can salvage this. I'm mucking around a bit, and I've found that the King is currently in an easily-walled-off mason's shop about 50z down -- he just finished sealing himself in as I type this -- along with a number of dwarves in a reasonably-stable emotional state -- at least one of which can mine. My main concern is re-securing our food resources.

Cavern wall-in, maybe? I hope you like 'em plump helmets.

In the simulation I ran, Jeff was able to seal himself in the food supply, and harvested things until he went utterly mad within a week. The king grabbed a few friends and decided to assault the spire itself, while the soldiers made a last stand in the throne room.

IMPORTANT PIECE OF INFO: The transforming spawn and the greater spawn are *not* allied. They *will* fight each other. The transforming population managed to down about fifteen greater spawns.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **November 05, 2015, 01:09:42 am**

Quote from: Taupe on November 05, 2015, 01:03:34 am

Quote from: Mr Frog on November 05, 2015, 12:55:47 am

I dunno, I think we can salvage this. I'm mucking around a bit, and I've found that the King is currently in an easily-walled-off mason's shop about 50z down -- he just finished sealing himself in as I type this -- along with a number of dwarves in a reasonably-stable emotional state -- at least one of which can mine. My main concern is re-securing our food resources.

Cavern wall-in, maybe? I hope you like 'em plump helmets.

In the simulation I ran, Jeff was able to seal himself in the food supply, and harvested things until he went utterly mad within a week. The king grabbed a few friends and decided to assault the spire itself, while the soldiers made a last stand in the throne room.

IMPORTANT PIECE OF INFO: The transforming spawn and the greater spawn are *not* allied. They *will* fight each other. The transforming population managed to down about fifteen greater spawns.

Hm. By combining our strategies (Jeff and the King walling themselves in separately) we might be able to wait out the demons or something. Y'know, let the sieges take care of them. Sort of deal.

E: I had never realised until this moment just how fucking *difficult* it is to get a specific dwarf to do something promptly. Fuck.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **November 05, 2015, 01:22:27 am**

Are there any weird access points to the second cavern layer that I don't know about? Because I managed to completely seal it off from the central staircase. We might be able to use that for food, and hopefully if we manage to get a *really* fucking good dining hall going we can prevent the remaining 10 or so dwarves from descending into a tantrum spiral.

E: This is all hypothetical; once we work out an actual strategy I (or one of us) will do an actual playthrough to see if we can salvage it.

E2: Okay, so I somehow got the farming area secured (the spawn buggered off for some reason). I now deem this fort "salvageable". If all else fails, we can start from here. Gonna keep going later, my comp is struggling to run this thing (you guys made a *mess*).

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Taupe** on **November 05, 2015, 01:36:39 am**

Quote from: Mr Frog on November 05, 2015, 01:22:27 am

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E: This is all hypothetical; once we work out an actual strategy I (or one of us) will do an actual playthrough to see if we can salvage it.

Good work so far.

This is a long shot, but digging into the top of the spire through the south and blocking it at both ends would allow us to extract. This will be risky as fuck, But with pre-moved boulders, a burrowed dwarf nearby and some good timing, we can get adamantine. One single block carved into a table or whatever will make people shit themselves from joy. Not sure how easy it will be to process with so few dwarves, tho.

Title: **Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!**
Post by: **Mr Frog** on **November 05, 2015, 01:43:45 am**

My current concern is banshees, because with the numbers we have and the numbers *they* have a single siege will be enough to paralyse our entire fort.

From what I understand, the demons do not have access to the outside. Is the outside otherwise safe at the moment? because if so, I might be able to send a sacrificial dwarf out on a suicide mission to manually... er... lower the drawbridge. So to speak. That will take care of any invaders.

Also fwiw I think the Greater Spawn are actually quite fragile -- they're glass cannons, with teeth and claws that can slice through iron but relatively little endurance.

E: Gonna sign off for tonight, my head is hurting from all this !!STRATEGY!!

Title: Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!
Post by: Taupe on November 05, 2015, 01:49:35 am

Quote from: Mr Frog on November 05, 2015, 01:43:45 am

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Also fwiw I think the Greater Spawn are actually quite fragile -- they're glass cannons, with teeth and claws that can slice through iron but relatively little endurance.

Yes, apart from the potential ambushes and the mist, the outside is currently safe. Unleashing the demons was my intention, but someone kicked the lever too soon, before we could unjam the southern gate. You could dig to the outside and land one square south of the bridge to deconstruct it with a sacrificial lamb, that way he wouldn't be exposed to sneaky kobolds or weather. This is probably our best (and only) chance of dealing with invaders. the banshees will die to the demons, or kill them. If migrants arrive, they'll be morphed and hopefully lower the number of greater spawns over the season.

Regardless of what kills what, unleashing the demons is something that should be done sooner than later. Once banshees arrive... it'll be too late to do anything.

As for greater spawn beeing fragile, I also noticed that. The normal spawns seem to wrestle things slowly, but may be tougher. The greater spawn died *en masse* to their babies.

Title: Re: (34.11 Succession) Clobbermountains -- BABY FIGHTS!
Post by: Mr Frog on November 05, 2015, 02:45:54 am

Quote from: Taupe on November 05, 2015, 01:49:35 am

Quote from: Mr Frog on November 05, 2015, 01:43:45 am

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As for greater spawn beeing fragile, I also noticed that. The normal spawns seem to wrestle things slowly, but may be tougher. The greater spawn died *en masse* to their babies.

I think all this goes to show just how *naïve* I am when it comes to judging enemy power levels. For example, banshees were supposed to be a mild irritant, as opposed to *the possible death knell of the entire fucking fort* :V If I ever do a succession fort with them again I'll probably give them a longer window before they start to scream.

The current plan for the fortress is that I will take a short turn of my own in order to hopefully re-establish a stable living situation for our remaining population. My objectives are, in roughly-descending order of priority:

- Unleash the Greater Spawn into the world at large so as to serve as our first line of defense
- Regain access to what little of the farming level I've managed to stake out and restart farming operations
- Secure the Spire as per Taupe's suggestion
- Produce adamantine statues/tables/whatever the fuck and install them in a new dining hall to hopefully bliss our remaining dwarves out enough for them to not murder each other

Once these objectives have been accomplished, I will hand the save off to the next player, who will pick up where I left off. Quick word of advice: DO NOT DIG OUT ANY WALLS.

E: If all else fails, we will have managed to completely-pooch this site to the point where a reclaim isn't even feasible, which is an accomplishment I guess. Also, Aldraglienon is dead.

Title: Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly
Post by: Taupe on November 05, 2015, 03:45:26 am

Quote

My objectives are, in roughly-descending order of priority:
-Unleash the Greater Spawn into the world at large so as to serve as our first line of defense

Hints that a succession fortress has gone off the rails...

Title: Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly
Post by: Mr Frog on November 05, 2015, 04:46:26 am

Quote from: Taupe on November 05, 2015, 03:45:26 am

Quote

My objectives are, in roughly-descending order of priority:
-Unleash the Greater Spawn into the world at large so as to serve as our first line of defense

Hints that a succession fortress has gone off the rails...

I'd say the first sign of that was when I had to go into the raws and systematically purge them of any and all references to farting

E: Actually, can we stop and appreciate the fact that Taupe looked at the fortress's situation, weighed his options, and concluded that the best way to save the fort would be to *unleash hell*

and then he posted in the thread, "Hey guys, you know what would really ensure our safety? *Unleashing hell!*"

and then I looked at Taupe's suggestion and weighed the risks and possible alternatives, and said, "Sure, Taupe, you go ahead and *unleash hell*, this is the best possible balance of risk and reward given our circumstances"

and then Taupe, at my beckoning and with my explicit blessing, proceeded to *unleash hell*, predictably screwing us over in the process

and at no point during this entire chain of events did anyone -- me, Splint, anyone -- look at the exchange of ideas that was taking place and say, "y'know, Mr Frog, Taupe, despite all appearances *unleashing hell* may not in fact be the most beneficial course of action in this or any instance".

This bizarre, fundamentally-insane plan had, against all odds, lived out its entire life cycle from conception to development to approval to execution without being shot down. The Little Brain Fart that Could, if you will.

I dunno, I just find that very inspiring.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Monitor Lisard** on **November 05, 2015, 05:32:22 am**

...A mere few pages ago I was thinking about posting a story. Now, I am watching you guys casually unleash greater evil in order to keep this place going.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **TheBiggerFish** on **November 05, 2015, 06:02:26 am**

What.
The.
Spoon.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Splint** on **November 05, 2015, 07:51:19 am**

I didn't object because of the fact I had deliberately looked for the stuff, with the express intent/hope of someone mistaking those designations for something someone else forgot, that demons would swarm the fort and massacre everyone.

And in a way, I like to think I almost succeeded.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **pisskop** on **November 05, 2015, 09:56:23 am**

!!I MADE A NOTE OF THAT!!

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Mr Frog** on **November 05, 2015, 05:09:33 pm**

I woke up at about 5am this morning and realised, with terrifying clarity, that I had volunteered to attempt to save a fortress literally filled with demons, whose surviving population consists of about a dozen dwarves in various states of abject misery and who lack anything resembling the skills I need at the moment, all at what I'm pretty sure is single-digit FPS.

All of our old facilities are obviously inaccessible, so I'm currently in the process of getting basic food production restarted -- I am 99% sure I've sealed the clowns out of the second cavern layer, so I'm using that to gather plants from for the time being until I can get plump helmets going again. The passage up to the farming level is about halfway done. Once that's complete, I'll divvy up the jobs properly (currently I have basically everyone doing everything as needed) and select which *lucky dwarf* will let the demons out into the world :D

The good news is that there's enough umined stone around the Spire for me to safely block off the hallway to the top with a controlled cave-in without exposing our dwarves to carnage, so there's that. We should be swimming in adamantine trinkets once I get everything else done.

I'll wait until I finish everything to start posting writeups.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **DolosusDoleus** on **November 05, 2015, 06:59:13 pm**

If you're in single-digit fps, I'd say this is a good time to break out DFHack.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Aldraglienon** on **November 05, 2015, 11:38:40 pm**

The plan got as far as it did because everyone it was awesome dwarfy plan with actually pretty good chance of success(at least I thought it was a awesome plan). If it wasn't for those damn tantruming dwarves breaking levers it might have succeeded. Now, that it broke someone going to need to go in and fix SPIREGATE, eventually. They'll only need to reconnect a lever. The endless tides of greater spawn will be the hard part. at least once the fort is stable again.

Also how in the ensuring tides of !!☼FUN☼!! did I die? I was turned into chunky salsa by a greater spawn like a lot of others wasn't I? :P

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Mr Frog** on **November 06, 2015, 12:01:52 am**

Quote from: Aldraglienon on November 05, 2015, 11:38:40 pm

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Also how in the ensuring tides of !!☼FUN☼!! did I die? I was turned into chunky salsa by a greater spawn like a lot of others wasn't I? :P

I was actually mistaken, at least at first; you were still alive at the time I gave the report (I think I just assumed you were dead because you wandered out of a "safe" area and I couldn't find you), and your eventual death was rather colorful, consisting of you somehow evading the GS swarms to get down to the dining hall only to be caught and engaged in a yakety-sax chase for a few in-game days which ended in you turning into a Spawn and suicide-charging your tormentors in a blaze of glory which unfortunately only resulted in minor contusions on the Spawn's part :V

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Aldraglienon** on **November 06, 2015, 12:23:02 am**

Well, At least it was a more interesting death then open door head bit off. :) Because the spawn were chasing me, they weren't killing other dwarves which is at least semi-heroic death. However, if you found me in the dining hall I was most likely just trying to get a drink and find a nice chair to sit in. :P

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Mr Frog** on **November 06, 2015, 01:57:03 am**

What's worrying me right now (besides the fact that our remaining dwarves are one unpleasant odor away from going Higurashi on each other's asses and a single FB coming in through the second cavern layer would be all it takes to obliterate us) is what will happen when we run out of demons to protect us from the banshees. Once I set the demons free, we will basically be completely-isolated from the surface world, with *no new migrants being able to come in* barring a miracle. In other words, each successive banshee siege will easily be able to knock out all of our remaining dwarves with a single wave of screams, which will become a huge problem once the demons are no longer able to evict them for us while everyone's twitching. I'm seriously debating just leaving the demons to stew in our old fort for the time being and *instead* attempting to rig up some sort of pressure-plate-operated contraption to kill banshees for us while our population

sleeps off the scream; it must be entirely-automated, require minimal upkeep, and be nearly-100% effective at keeping banshees out of the fort, as even if our dwarves are conscious enough to fight, all of our weapons and armor are still stuck in the old fort.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Taupe** on **November 06, 2015, 01:58:52 am**

Quote from: Aldraglienon on November 06, 2015, 12:23:02 am

Well, At least it was a more interesting death then open door head bit off. :) Because the spawn were chasing me, they weren't killing other dwarves which is at least semi-heroic death. However, if you found me in the dining hall I was most likely just trying to get a drink and find a nice chair to sit in. :P

"Excuse me, demon sirs, I'm not drunk enough to deal with this invasion of yours right now"

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 07, 2015, 02:38:40 am**

Access to the farming level -- along with its trove of discarded plump helmet and strawberry seeds -- has been restored, and I've begun work on an improvised dining hall decorated with masterwork slabs (fitting, I'd think) in order to hopefully generate some happy thoughts. Our dwarves will be snacking on rum biscuits until the shrooms start to come in. We're nowhere near out of the woods yet -- a third of our dwarves are miserable, two children have gone insane due to me being unable to give them busywork to keep them amused, and I'm still not sure how the hell we're going to actually go about rebuilding our population with the fort sealed off -- but our little glimmer of hope is looking slightly brighter. Armok take the motherfucking wheel, we may actually get out of this.

E: I honestly really want to use DFHack to try to clear up some of the garbage and spatters all over the place to hopefully bring my FPS back to double digits (it's hovering around 8/9 at the moment), but I'm legit afraid that I'll fuck something up somehow.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Taupe** on **November 07, 2015, 02:46:02 am**

Quote

will be snacking on rum biscuits until the shrooms start to come in.

Sounds like a fun party description if you ignore the rest.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **mikethete** on **November 07, 2015, 08:43:34 pm**

Wow, we have officially doomed the world at large.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **DolosusDoleus** on **November 07, 2015, 09:57:47 pm**

I just want to say, this recent turn of events REALLY reminds me of deathgate.

Lets not end up like deathgate did.

Please.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 07, 2015, 10:18:51 pm**

Quote from: DolosusDoleus on November 07, 2015, 09:57:47 pm

I just want to say, this recent turn of events REALLY reminds me of deathgate.

Lets not end up like deathgate did.

Please.

Never read much of it. What happened with Deathgate and why do I need to avoid it?

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Splint** on **November 07, 2015, 10:33:32 pm**

Quote from: mikethete on November 07, 2015, 08:43:34 pm

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I'd say essentially taking the whole region with us is a suitable way for a fort to end.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 07, 2015, 10:46:41 pm**

Quote from: Splint on November 07, 2015, 10:33:32 pm

Quote from: mikethete on November 07, 2015, 08:43:34 pm

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tbh as long as we're safe from banshees I could frankly not give less of a shit about the rest of the continent and their "right" to not having their faces be eaten by flying mutant dwarves

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Aldraglienon** on **November 07, 2015, 11:28:06 pm**

Quote from: Mr Frog on November 07, 2015, 10:46:41 pm

tbh as long as we're safe from banshees I could frankly not give less of a shit about the rest of the continent and their "right" to not having their faces be eaten by flying mutant dwarves

Wait a minute, so GS have wings and or can levitate? ...Everything not protected by several meters of rock is **really** really screwed now.

Well, at least we're getting a front seat to the end of the world. I'll bring the popcorn...

oh, wait I'm dead... someone else is going to need to bring popcorn my ethereal fingers have trouble picking stuff up. :P

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Taupe** on **November 07, 2015, 11:31:42 pm**

Quote from: Aldraglienon on November 07, 2015, 11:28:06 pm

Quote from: Mr Frog on November 07, 2015, 10:46:41 pm

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Well, they are hostile to both banshees AND normal spawn, and both those civilisations are much, much closer than the dwarven ones. The way I see it, this actually was a *great* military move to cripple our opponents.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Mr Frog** on **November 08, 2015, 02:20:57 am**

Quote from: Taupe on November 07, 2015, 11:31:42 pm

Quote from: Aldraglienon on November 07, 2015, 11:28:06 pm

Quote from: Mr Frog on November 07, 2015, 10:46:41 pm

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oh, wait I'm dead... someone else is going to need to bring popcorn my ethereal fingers have trouble picking stuff up. :P

Well, they are hostile to both banshees AND normal spawn, and both those civilisations are much, much closer than the dwarven ones. The way I see it, this actually was a *great* military move to cripple our opponents.

Assuming the banshees won't singlehandedly stop the apocalypse, considering that I accidentally made them too strong (although that's really only with bows, and their scream is useless against the Spawn despite the fact that I obviously made them able to let it off too quickly) and the Greater Spawn much too weak (I think if I ever use them again I'll give them a 50% size increase and a werewolf-style resistance to most materials). There's a story idea for ya -- the despised species heading off the end of the world and becoming heroes.

I think after I install the lever to properly release the demons I'll leave them in for a bit on the off chance that a stray migrant wave comes in, since we desperately need new blood in here. If a banshee wave comes, I'll simply flip the lever and let them out, although I doubt the demons will be able to fend off more than one or two sieges for us.

On that note, construction on the release lever has been started. Once I've finished that and my little project to reclaim the Spire, I'll start on the writeup and pass the save off to the next player that's up to the challenge. We are currently in mid-spring.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Mr Frog** on **November 08, 2015, 05:15:47 pm**

Bad news, bros: a Greater Spawn somehow managed to get out of the fort at some point and is fluttering around in the sky above the fortress. It doesn't seem too eager to attack, but it's making outside construction/general activity all but impossible -- in other words, that last bridge is probably not going to be linked. Urgh.

E: Gonna figure out how to put a poll up. One second.

E2: There you have it. I'm honestly not sure if the fort can realistically keep going in its current state, and even if it can't, it's going to be one hell of a boring, protracted death which probably won't be too interesting to read about. We can keep going and hope for the best, roll back to before Taupe's turn and hope it turns out better, or just let the fort die.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Splint** on **November 08, 2015, 05:33:57 pm**

I vote we lit it die. Have whoever's left get whatever they have handy to fight with, and if nothing else, face death with dignity.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **TheBiggerFish** on **November 08, 2015, 07:12:22 pm**

Keep going.
If it's going to die it's going to die, but we should make the world pay for every inch.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **DolosusDoleus** on **November 08, 2015, 08:04:57 pm**

Quote from: Mr Frog on November 07, 2015, 10:18:51 pm

Quote from: DolosusDoleus on November 07, 2015, 09:57:47 pm

I just want to say, this recent turn of events REALLY reminds me of deathgate.

Lets not end up like deathgate did.

Please.

Never read much of it. What happened with Deathgate and why do I need to avoid it?

(Sorry for the late response)

Deathgate died to:

Crippling FPS Issues (We got those)
Releasing demons to the surface to deal with invaders (Oh yeah)
10 or so dwarves huddled together in the depths, half of them about to go insane (Check)

Also:

We should fight to the last dwarf. Who knows, we might actually survive this.
But if we give up and quit (Protip: Don't), this fort has a good enough mythos to warrant a sequel.
(Also, I'm pretty cheesed off that I didn't get a go at this orgy of chaos and destruction, so I kinda want a go at Clobbermountains II)

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **TheBiggerFish** on **November 08, 2015, 08:28:45 pm**

Sign up for the next turn?

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Splint** on **November 08, 2015, 08:37:01 pm**

Well, it isn't really giving up so much as trying to see if a tiny group of half insane dwarves can kill a Greater Spawn.

I'm guessing His Gaudiness is among the dead by now?

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **pisskop** on **November 08, 2015, 08:40:39 pm**

If he isn't we should abandon it so he can live on.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Taupe** on **November 08, 2015, 08:54:10 pm**

Quote from: TheBiggerFish on November 08, 2015, 07:12:22 pm
Keep going.
If it's going to die it's going to die, but we should make the world pay for every inch.

Yeah, fuck you world... for what I've done to y--... what you've done to... us.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Crashmaster** on **November 08, 2015, 08:59:21 pm**

I took a look at the save and there were 54 dwarves trapped dead-ended at the bottom of the central stair by one or two greater spawn way above them. Un-interrupted central staircase of doom. They stayed there as the spawn worked their way down and slaughtered them.

The greater spawn do seem to be rather weak vs. minecarts. Broken wings 'n things all over at mediocre speeds. Not sure how much that really softens them up though.

Sadly, had I finished that magma-mist generator hallway the banshees may have been a non-issue.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Aldraglienon** on **November 08, 2015, 09:26:46 pm**

Even as we drown, we should keep strangling the world on the way down, till the last dwarf is a corpse deep in the underground, or at least send the fortress off in a blazing rampage of glory!

Also, if we start a number 2, I would like a turn in it.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 08, 2015, 10:08:14 pm**

@Dolosus, Biggerfish, Aldraglienon:

I **will** probably do a second succession fort after this one, since I had a lot of fun running it (even though I was kinda on-and-off about it, lol -- I'm just proud I stuck with it for the duration) and I'm still not really satisfied with the story, hahaha (in particular, I think the Royal Mary-Sue Archivist still has a few more tricks up her sleeve). I won't directly transfer the current turn list in that instance *or* accept pre-emptive signups, **but** I *will* give priority to people who were waiting for a turn here once/if the new fortress starts and signups are open.

Quote from: Splint on November 08, 2015, 08:37:01 pm
Well, it isn't really giving up so much as trying to see if a tiny group of half insane dwarves can kill a Greater Spawn.
I'm guessing His Gaudiness is among the dead by now?

Surprisingly, His Gaudiness is not only alive, but was remarkably-unfazed by the massacre and is proving quite helpful as an impromptu mason/stonecrafter. Unfortunately, his mental state is steadily deteriorating, and he probably won't be able to live without his precious fully-engraved, gold-statue-bedecked dining room for much longer before his psyche disintegrates entirely.

Quote from: Crashmaster on November 08, 2015, 08:59:21 pm
Sadly, had I finished that magma-mist generator hallway the banshees may have been a non-issue.

:V Excellent, we can now pretend this was your fault ~~even though it's actually mostly mine and also kinda Taupe's~~

E: I keep trying to find a dwarf to sacrifice in order to dig a tunnel for the demons to escape, but all of the dwarves I keep trying to volunteer for the job are doing stupid crap, like conducting meetings or being stuck in a Pickup Equipment task that they apparently have no interest in actually completing (seriously, he's just standing there in one spot doing nothing even though he's the task active for a few days, and won't respond no matter what I do). This is extremely frustrating.

E2: Our dwarves seem to really want to be outside for some reason, just as I'm getting ready to loose the demons. They don't even have jobs -- they're just hanging around outside.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 09, 2015, 05:39:26 pm**

There were hiccups ~~(by which I mean I was literally shouting at my computer because the dwarves were refusing to cooperate)~~, but the top of the Spire has now been sealed off without significant injury, and the tunnel to release the demons is now about 40% dug, with no other units save for the unfortunate miner, a Greater Spawn, and a hapless parrot left on the surface. Operation Spiregate is just about back on track. ~~Minus about two hundred dwarves.~~

E: Correcting my estimate of the number of hairy idiots lost to this fiasco

E2: The release tunnel is now dug and the Greater Spawn are now free to frolic in the overworld to their heart's content, at the cost of one dwarven miner. The SPIREGATE is now complete; take a bow, Taupe.

I'll attempt to reclaim the adamantine spire and then get to work on the writeup, after which we will return to our regularly-scheduled succession madness. I really would love to attempt to build some kind of banshee-killing machine now that I've bought us some time, but I'm not eager to do so at 8 FPS (I tried various things with DFHack but none of it helped - I suspect the main issue may be the dozens and dozens of flying units we now have schmoeing around :V). That'll be on the next guy.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 10, 2015, 05:31:57 pm**

The Spire has been reclaimed. Gonna start on the writeup now.

Also, geez, three posts by me in a row .-. Where did everyone go?

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **TheBiggerFish** on **November 10, 2015, 05:33:39 pm**

Well, I haven't had anything to say, and, you know, you're in the middle of something.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Taupe** on **November 10, 2015, 05:56:39 pm**

Takes a bow

Go go SPIREGATE! See, everything was under control. We'd probably be in a much worse position if I hadn't gone through with the project. Possibly. I mean, sure, there were some *setbacks*, but the core idea is definitely working.

...Unless you are dead, insane, missing, mutated, a migrant or a trader. But let's not focus on the minorities here.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 10, 2015, 06:40:06 pm**

We didn't strictly *need* the other 90% of the population, anyways. Really, sometimes simpler is better. Trimming the fat, if you will. And surface access, really, why bother with the hassle? The elves can go annoy *themselves*.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Aldraglienon** on **November 10, 2015, 10:11:32 pm**

Well, SPIREGATE did work, there was just two ~~major~~ minor lever problems. We just need to reconnect the broken lever and we should be able to use it as it was intended. Getting to the bridge, to reconnect it, is the problem.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 10, 2015, 10:49:53 pm**

Oh my Lord and Lady
I focus on Uni for a *month* and y'all destroy the world

I'm so proud :')

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 10, 2015, 11:52:13 pm**

Quote from: Lolfail0009 on November 10, 2015, 10:49:53 pm
Oh my Lord and Lady
I focus on Uni for a *month* and y'all destroy the world

I'm so proud :')

Well, hold onto that feeling, because according to the turn list you are next in line to inherit this mess once I'm done with the writeup.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 11, 2015, 02:43:14 am**

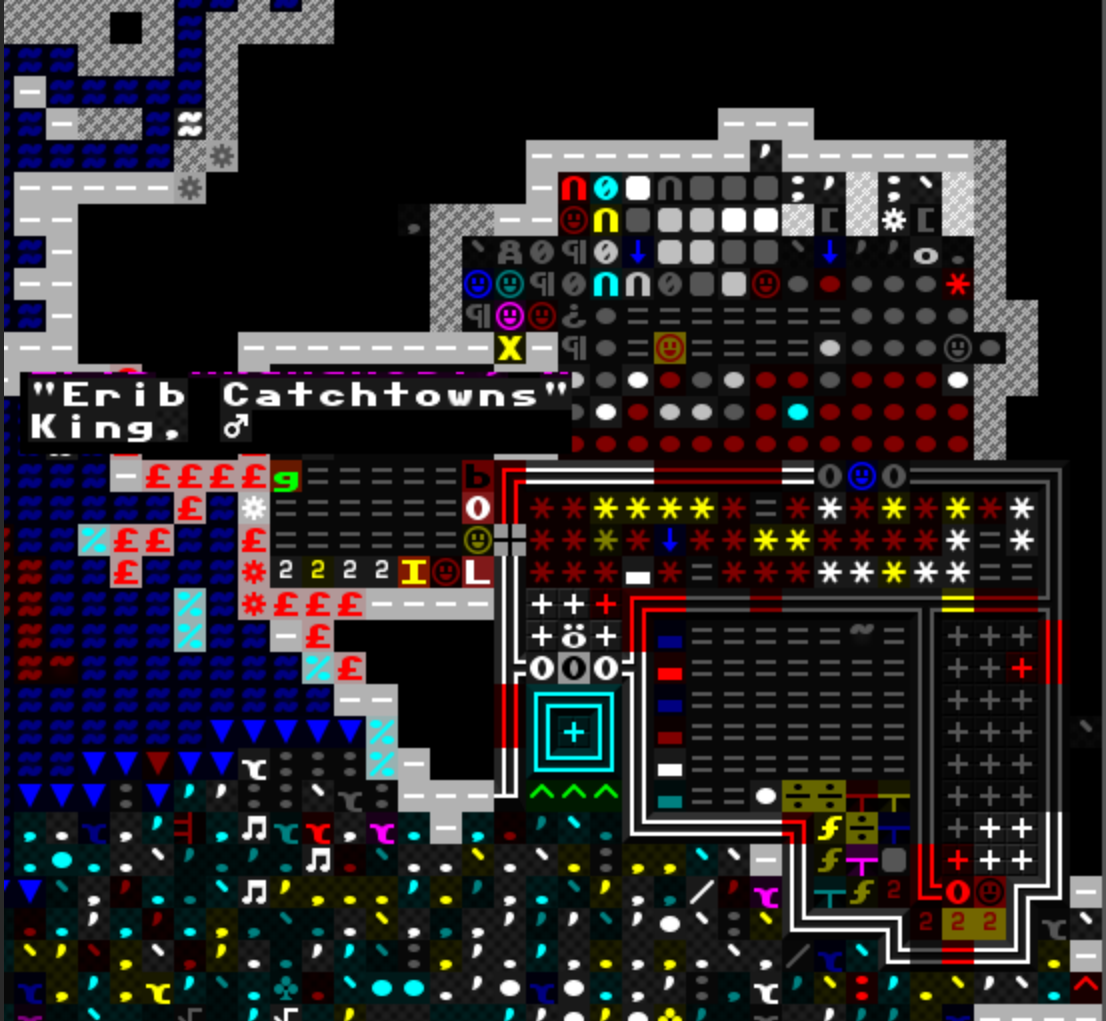
The Royal Annals of His Gaudiness Erib Catchtowns, Dauntless King of the Torrid Lash

7 Granite, Year of the Lash 209

It's all for naught in the end. My wife... my capital... my fabulous private dining hall... all lost, all because some dimwitted peasant got his rags in a twist and kicked a lever. Blast these worthless peons -- good for absolutely nothing. I'd have the treasonous idiot who did this thrown into the Pit, but the punchline of the whole ordeal is that he's *already dead*. Ha... it's all such a farce. Here I am, a god among dwarves, and yet I have nothing, not even vengeance. So high, and yet I've been brought so low. Someone will answer for this, mark my words. The world will rue the day it slighted the great Erib Catchtowns.

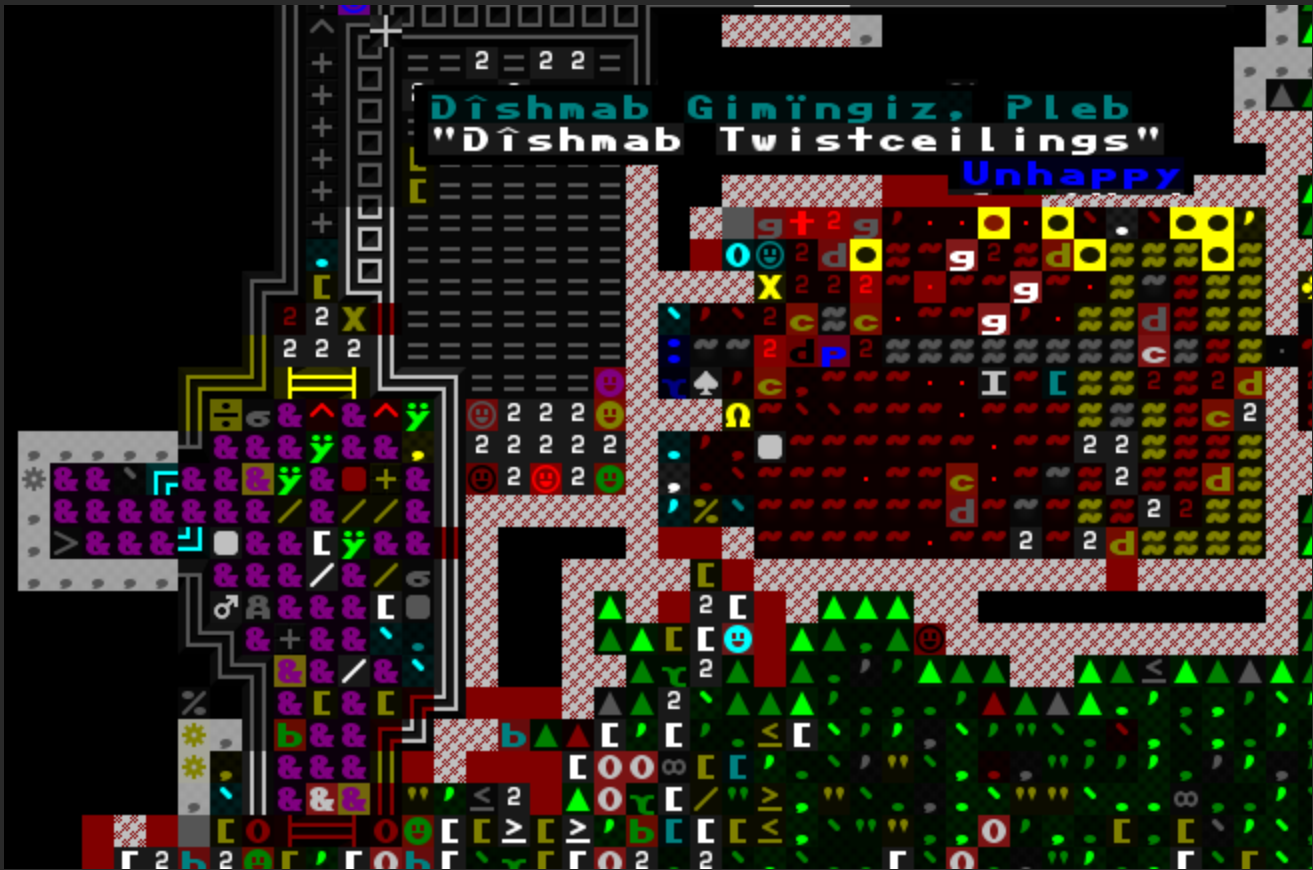
Looks like I'm the only one who can save us now, in any case. Bah! I should have been handling things from the start, *clearly*. A breach in protocol, perhaps, but I am the King, and until I go to join the Great Queen in Dwarfhalla, I shall do as I please, as is my right. Besides, it's not as though any of these other fools have what it takes to save us. **By my nomination and my unanimous vote, I hereby recognise the provisional election of myself to the position of Overseer, uncontested by myself and with myself as my witness.** I assume nobody will have any objections. I certainly don't, in any case.

Our current situation is thus:



I managed to find sanctuary within this mason's shop, and -- with the aid of the other dwarves cowering in the room -- walled us off completely from the central stairwell and the horrors prowling it. In all, there are about a dozen dwarves in my company, most of which are distraught from the loss of their friends and family -- the screams of whom I can still hear echoing in the halls. I, fortunately, am of course made of far stronger stuff than them, and am holding strong in the face of this tragedy, although these accomodations are... truly horrific. An insult to my stature.

We have access to the caverns, but I am still tentatively ordering them to be sealed off as a safety measure; though the central staircase is walled off, this benighted fortress is replete with little-used corridors and other obscure constructions owing to the numerous people who had a hand in its construction, and so I am unsure if the demons yet have some means of entry into here.



Additionally, an unskilled peasant has, in a surprising display of acumen, managed to seal herself within one of the farming chambers near the surface after the demons moved away from it, along with a number of plump helmet spawns and strawberry seeds left over from their rampage. The room is free of danger, although it will take some time for us to send a tunnel up to properly reclaim them.

Aside from these few who could isolate themselves in time, all of my other citizens are still trapped within the rest of the fortress, which has been reduced to a charnel house ruled by demons. Those that are not dead soon will be. I checked the fortress's plans and took great care not to break into any of our old chambers as I drew up a long, winding tunnel to be dug up to the farms, as doing so would result in the last of our number being quickly crushed. As nauseating as it may be, our fortress of Clobbermountains no longer belongs to us -- we are now the interlopers here, cockroaches which the new masters are eager to squash. But there will be a reckoning! Someday, I will reclaim what is mine. Someday.

The Royal Archivist is not among us, nor do I know what became of her. I haven't seen her since just before the SPIREGATE was activated, when she had another of her little temper tantrums over my letting it proceed to completion -- as if we had any other options, given our military's incompetence! I suppose she might have met her end with the other dwarves, but... I feel uneasy. None of the other dwarves had seen her, either; it's as though she simply vanished from the fortress entirely.

Bah! No matter. I never liked her anyways. I can make my way without her.

9 Granite, Year of the Lash 209

I've thoroughly examined the caves and determined that there is in fact no other entry to the caverns, so I've ordered the wall to be torn down. In fact, I have half a mind to tear it down myself.



The fact that I had ended up being walled out while in the process of conducting my survey is *quite* beside the point.

Additionally, I have reviewed our fortress plans and it looks as though there is enough solid stone above and below the tunnel to the Spire to seal it off from the rest of the fortress with a strategic tunnel collapse, all without exposing our surviving dwarves to danger. That is for another day, however.



One of the brats is throwing a tantrum, and I doubt he will be the last to do so; everyone here is deeply-stressed. Most have lost friends, some parents, some lovers, some children. Even if we have sealed out the evil in the fortress, we may yet face our doom at the hands of our fellow dwarves. I, personally, am not prepared to end my days on the end of an angry miner's pick, but there is little I can do to isolate myself at the moment.

I've ordered the mason's shop to produce blocks and for the entire workshop area to be smoothed, in the hopes that keeping the workers busy will prevent them from dwelling on their losses.

However, I have a more-evolved method of easing my woes:

•Erib Akumamost. His Gaudiness has imposed a ban on certain exports.

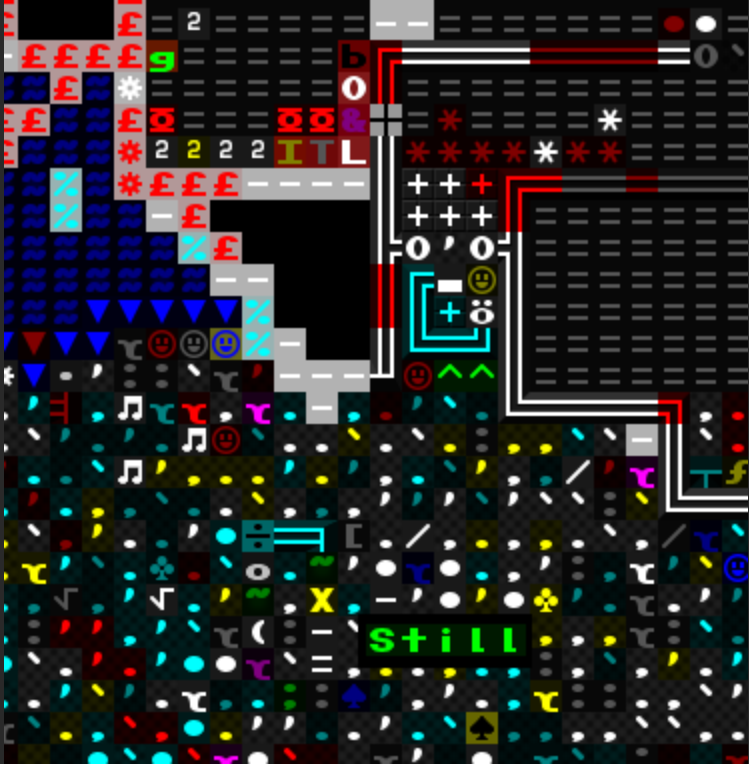
I doubt a lesser dwarf could understand such simple pleasures.

12 Granite, Year of the Lash 209

I was feeling hungry, so I told a couple of the others to go look in the caverns for wild plants. I didn't see any plump helmets when I was conducting my survey, but perhaps they can scrounge up some pig tails or some such for me. I would quite literally kill for a decent - dwarven ale roast-, even if there isn't a decent dining room to enjoy it in. I doubt this filthy cavern water is good for my innards, but it's better than dying of dehydration.

One of the miners threw a tantrum... it was a terrifying sight, seeing him ranting and swinging his pick about, but fortunately he calmed down before any damage could be done. Nonetheless, the language he was using -- in particular calling me a "worthless gutter-born bastard" -- was entirely unacceptable. I shall make a memo to have him punished later.

The dwarves I sent out managed to find a couple of sweet pods -- not as many as I personally was hoping for, especially considering that I will have to ration it out to others as well. Nonetheless, we should be able to make something at least semi-edible out of this, despite my reservations regarding the quality of culinary talent at our current disposal. To that end, I order a food production facility to be put up -- a still, a kitchen, and a stonemason's shop to make pots. I will be personally overseeing the production of the pots myself, as we are severely short on disposable labourers:



The still was put up with remarkable speed, considering the state of our workforce.

All we have are sweet pods, and without bags for milling, we are forced to extract liquid -- syrup or rum, it matters not -- from them and cook that, using the seeds as the only solid substrate available. In other words, replanting will not be possible. I pray that our miners clear the way to the farms quickly; we will not last long down here without a sustainable food supply.

18 Granite, Year of the Lash 209



One of the children has been taken by madness, and is running around babbling nonsense while tearing his clothes off. Quite unsightly. No matter; he'll be dead within a month, I reckon, and then I'll have even more upset citizens to deal with. Bah.

20 Granite, Year of the Lash 209

The peasant stuck in the farming level is throwing a tantrum in her sleep. It's not clear how this is possible, but apparently it is.



The good news is that she has a pick, and so has been helping with digging the access tunnel between our base camp and where she is - she appears to have accrued enough experience with the pick to warrant a promotion to miner. The bad news is that she has a pick, which will lodge quite nicely in a dwarven skull if she happens to lose her faculties at the wrong time.

Fortunately, I have even more good news -- we have booze! Huzzah!



Not for drinking, sadly, but this should make for a some passable seed biscuits, assuming these idiots don't burn them.

22 Granite, Year of the Lash 209

The biscuits have been prepared. As King, I feel it is my royal right -- nay, my *duty* -- to sample the vittles before the other dwarves. To make sure they've been prepared properly, of course.



I was quite astonished to find that they taste almost exactly like mulch. Quite a waste of perfectly-good rum in any other circumstance -- in fact, if something like this was sent to my dining hall, I'd have the cook sent straight to the Pit -- but beggars can't be choosers, even if the beggar in question is also the absolute uncontested ruler of the most powerful and glorious dwarven civilisation on the continent. Oh, how I've fallen...

While I was eating, a child shuffled by, announcing that "life is a joke" and that he will from this point on be taking a hunger strike. Melancholy, I believe the disease is called. They'll be dead before summer. Considering our food situation, I'm tempted to bid him good riddance, but I suppose their death will upset the others.

25 Granite, Year of the Lash 209

Having to sit on the moss in the caverns to eat was horrifically-degrading, so I've decided to look into getting a dining hall of sorts set up. I initially put in an order for tables and chairs at the conveniently-located mason's shop, but I cancelled them when I noticed a few already made in the massive pile of junk nearby. Finally, a stroke of luck in this mess. I quickly order them to be set up near the masons', along with a bunch of slabs as a sort of decoration.



A bit macabre, and of course *entirely* inadequate for my needs, but it'll have to do, I suppose.

Shortly afterwards, I received word that the tunnel to the farming area had been completed. Excellent. I found a couple dwarves -- I'm not sure who exactly they were, and I don't particularly care -- and told them to get to work sowing seeds.



The farm is a filthy, corpse-strewn mess overflowing with dried blood and general ill humours, but we don't have the dwarfpower to clear it all out at the moment. They'll just have to hold their noses.

28 Granite, Year of the Lash 209

Now that the farms have been reclaimed, the next order of business is to see to our safety. It seems that Zuglar's mad plan -- whatever spark had gone off in her fevered brain to cause it -- is our only chance of salvation. I never thought I'd see the day that we were forced to rely on the filthy Spawn for protection, but as distasteful as it is, it's better than dying slowly and pathetically, crippled by the screams of the witch-women.

To that end, I've ordered space for mechanic's shops to be dug in the tunnel up to the farms. I intend to build a lever and manually link it to the bridge from the outside.



For better or for worse, I shall finish what Zuglar started. Though it was from beyond the grave, she's managed to mire us far too deeply for any other course of action.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 11, 2015, 02:53:05 am**

So, a short update. Interesting point of note: in between the bits where His Gaudiness is tearing down the walls and the child is throwing a tantrum, you can see that the ore and stone stockpiles inexplicably empty. I have no explanation for this. I only noticed it after I posted the writeup. So far as I can tell, no other items were disturbed.

I'll try to get the second part written and posted tomorrow or the day after, after which the save will be handed off to Lolfail (or whoever).

E: OH WAIT I REMEMBER

There's a known glitch where deconstructing walls would vacuum up items. Mystery solved.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Taupe** on **November 11, 2015, 03:20:04 am**

It's fun to see the area utterly rampaged by a gigantic flying crocodile has been converted into the royal dinning hall. It's great that people removed some of the blood and *most* of the corpses before this happened.

[Spoiler](#) (click to show/hide)



This is why we need to build a corpse stockpile next to every offshoot mason area.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 11, 2015, 06:59:33 am**

I look forward to Overseeing this mess~ Although, just in case I've missed it in the chaos: are Zetta and her kid alive?

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 11, 2015, 02:08:26 pm**

Quote from: Lolfail0009 on November 11, 2015, 06:59:33 am
I look forward to Overseeing this mess~ Although, just in case I've missed it in the chaos: are Zetta and her kid alive?

I'm quite sure that literally no named dwarves survived Taupe's turn, unless you count His Gaudiness. Fortunately, not many of the dwarves' names are mentioned, so you can probably easily find someone to claim for yourself.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 11, 2015, 05:37:50 pm**

Quote from: Mr Frog on November 11, 2015, 02:08:26 pm
Quote from: Lolfail0009 on November 11, 2015, 06:59:33 am
I look forward to Overseeing this mess~ Although, just in case I've missed it in the chaos: are Zetta and her kid alive?

I'm quite sure that literally no named dwarves survived Taupe's turn, unless you count His Gaudiness. Fortunately, not many of the dwarves' names are mentioned, so you can probably easily find someone to claim for yourself.

Fair enough. [turns to rest of thread] I assume everyone else wants to be redorfed? If you don't, or you want a different name/profession/ect, let me know

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **DolosusDoleus** on **November 11, 2015, 05:52:06 pm**

Hey, congats saving the fortress from the depths of !!XXHolistic Spawn FecesXX!!

I honestly thought that we were done for. (Note to self: Control raging pessimism)

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 11, 2015, 10:51:36 pm**

Quote from: DolosusDoleus on November 11, 2015, 05:52:06 pm
Hey, congats saving the fortress from the depths of !!XXHolistic Spawn FecesXX!!

I honestly thought that we were done for. (Note to self: Control raging pessimism)

Oh, but your pessimism is well-placed. We're still trapped in a hole in the ground with little food, less drink, a population that is one stroke of bad luck away from eating itself and one wave of banshee screams away from total paralysis, and no way to replenish our numbers. I've temporarily stabilized things to an extent, but we're not *nearly* out of the !!feces!! yet.

Part 2 of the writeup is now finished and semi-edited, and will be uploaded shortly along with the save.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 11, 2015, 11:11:16 pm**

The Royal Annals of His Gaudiness Erib Catchtowns, Dauntless King of the Torrid Lash

2 Slate, Year of the Lash 209

The furnace tender has decided to celebrate our imminent revival by hurling a giant boulder at the leathersmith. Fortunately, this did not result in injury.

→The Leathersmith jumps away from The spinning {andesite}!

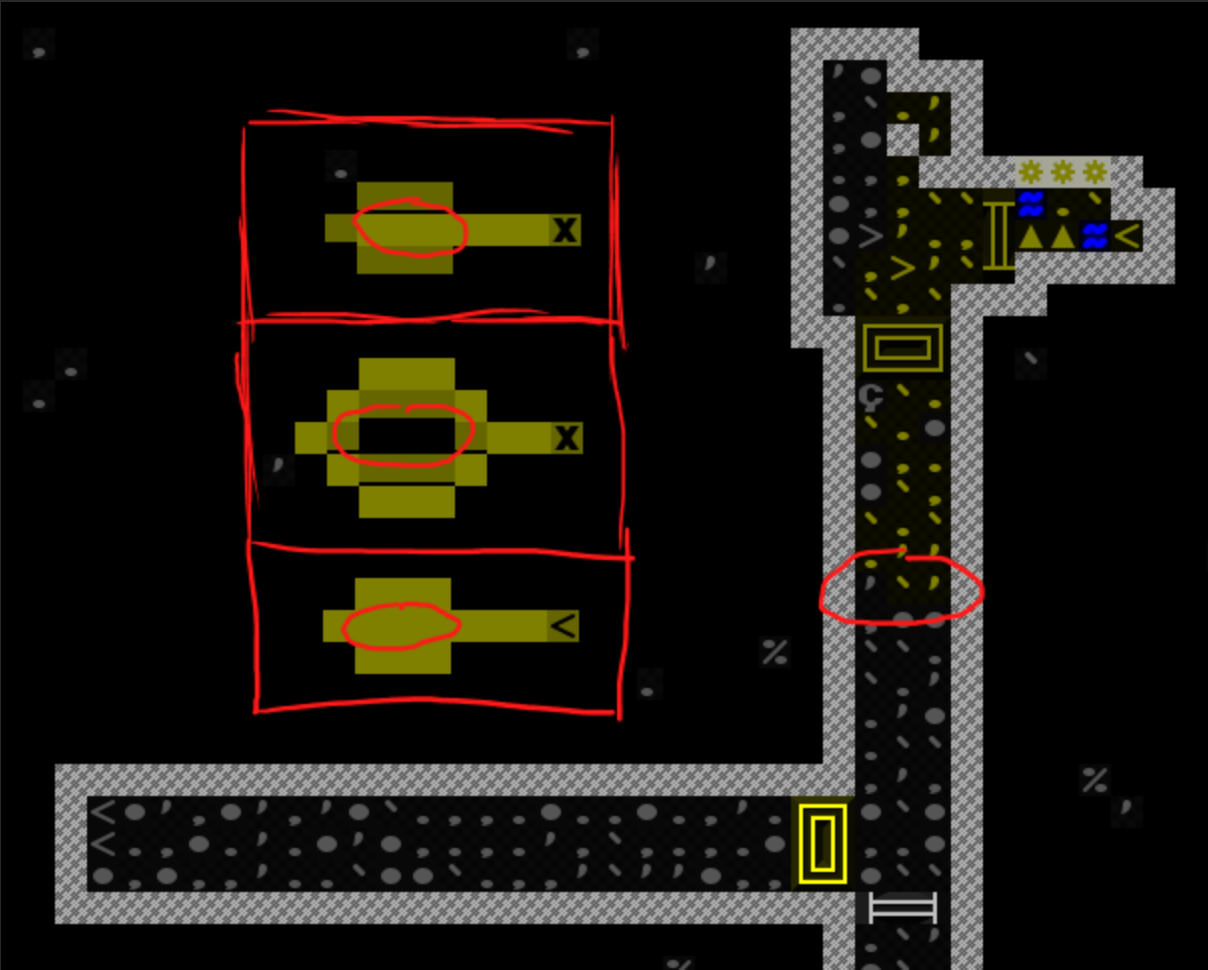
While his brute strength is astounding, I made sure to impress upon him precisely what the consequences would be if he repeated this little episode, particularly if the projectile happened to strike home and disable a needed laborer. Then he stuck his tongue out at me, and shouted at me me to "bugger off, you don't have the Royal Guard to hide behind no more!". Oh, he will regret that little comment, as well as his miserable grammar, someday. *Someday*.



While we're on the subject of our revival, and regret, and *someday* -- the mechanics' shop has been completed! Soon, those lowly spell-weavers, greenskins and tunnel-lurkers will *cover* before the infernal horde we shall unleash upon the countryside! ...Just as soon as I get some mechanisms made and linked. But then they will *cover*!

I don't particularly remember to whom I assigned engineering duty, but I'm sure they'll do a fine job. If they value their hide.

Additionally, I believe I mentioned earlier that the terrain around the Spire would allow us to seal it off from the fortress with an artificially-induced rockfall. I've just now drawn up plans for such a contrivance:



The basic principle is to cut a 3x1 block of stone loose and send it plummeting down through a thin stone floor and into the hallway connecting the Spire up to the trade depot (shown by the circled areas, which are all directly above each other), simultaneously blocking it off while sealing the hole in the ceiling it fell through, all without ever exposing my workers to demonic attack. Truly a plan worthy of one of the greatest minds in the dwarven sphere! Sometimes I impress even myself.

4 Slate, Year of the Lash 209

I just stumbled upon three spare mechanisms hiding in the junk pile. Why does nobody tell me about these things when they're relevant!? In any case, I've cancelled the production of mechanisms and ordered a Lever to be built next to the shop.



Additionally, I've given the order for a temporary access tunnel to from the farming area to the outside world to be started on:



I haven't designated it to go all the way through yet, as there is frankly no way to tell how quickly these dolts will get the Lever set up, or what breed of horrors could stumble upon us in the meantime. I very, very firmly told the other dwarves to *not touch anything on the surface*, since it appeared that one of the previous Overseers was not entirely clear on the matter.
[[OOC: There was a whole bunch of stuff on the surface that inexplicably wasn't forbidden, nor were there standing orders active to forbid corpses. That could have gotten ugly.]]

Right after I did this, the Mayor ran up to me and told me that we need crutches, we must produce more crutches, *the very fortress will crumble if we don't have crutches*. I told him to not stand so close to me, and to find something productive to do instead of breathing my air. He did so, although he did mutter something about "production violations". Ha! As if we have any guards to punish such infractions, anyways.

...Sigh...

6 Slate, Year of the Lash 209

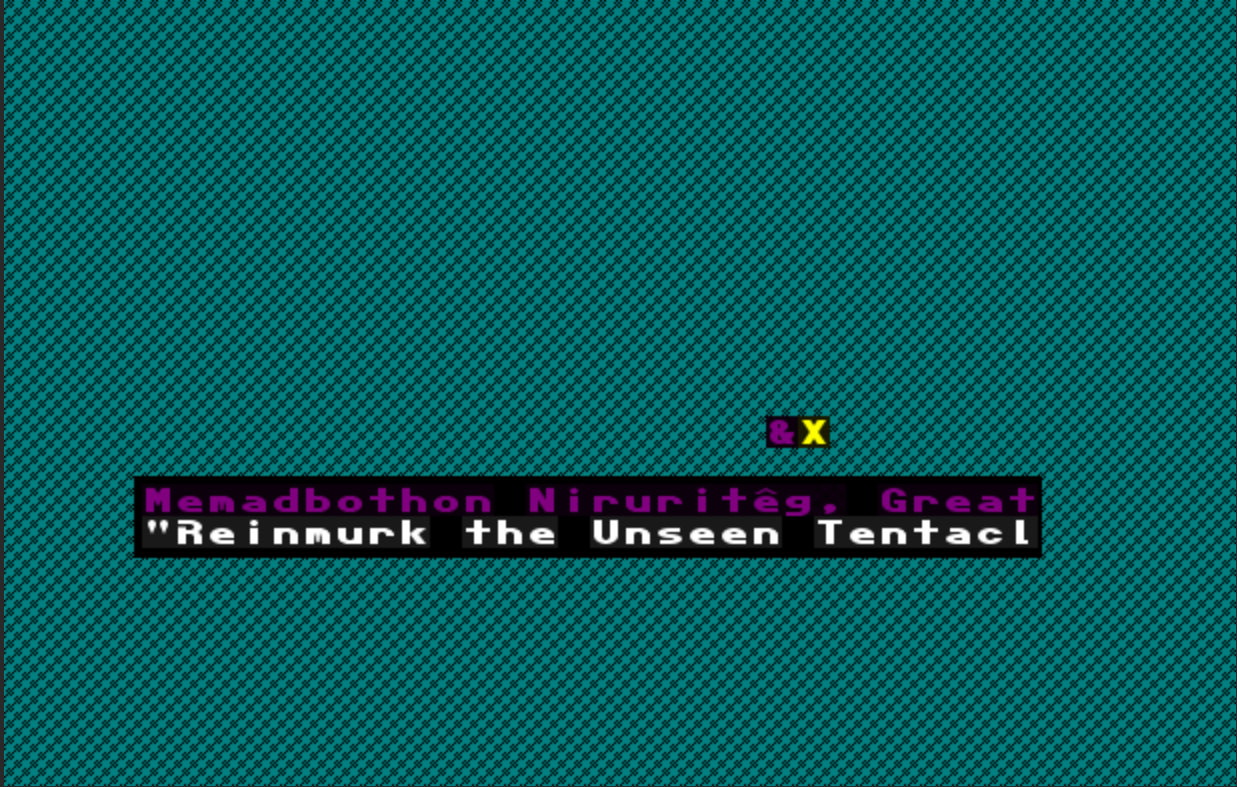
Both the lever and the tunnel have been completed, with surprising speed; as such, I have ordered for the lever to be linked up to the final bridge separating the Greater Spawn from the world at large, as well as for a wall to be partially-constructed in the access tunnel so that we can quickly seal it off if needed:



Soon, this entire blighted jungle will taste our wrath! Just as soon as our engineer finishes linking the lever. Which could take a while, as they're not actually an engineer. But still. *Someday!*

8 Slate, Year of the Lash 209

I have just been informed of a slight wrinkle in my plans.



A solitary Greater Spawn appears to have found its way out of the fortress -- likely through the volcano torture pit, I'd reckon -- and is currently weaving through the sky a short distance north of our temporary surface access. If it sees the engineer, they will doubtless be ripped to shreds, or worse.

Oh well, no matter. Sometimes, in order to facilitate the glorious revival of one's empire, one must take a few risks. Sacrifice some pawns, if you will. Besides, it's not like they're a terribly *skilled* engineer. And in any case, it is still quite far away from our surface access, so there's still a chance the engineer won't be seen. I certainly didn't *tell* the engineer about the Spawn. It wouldn't do at all for them to be too frightened to complete their mission.

Dishmab is throwing a temper tantrum in the base camp; I've ordered her pick to be temporarily taken away from her, as it represents something of a safety hazard in her hands if she continues in this vein.

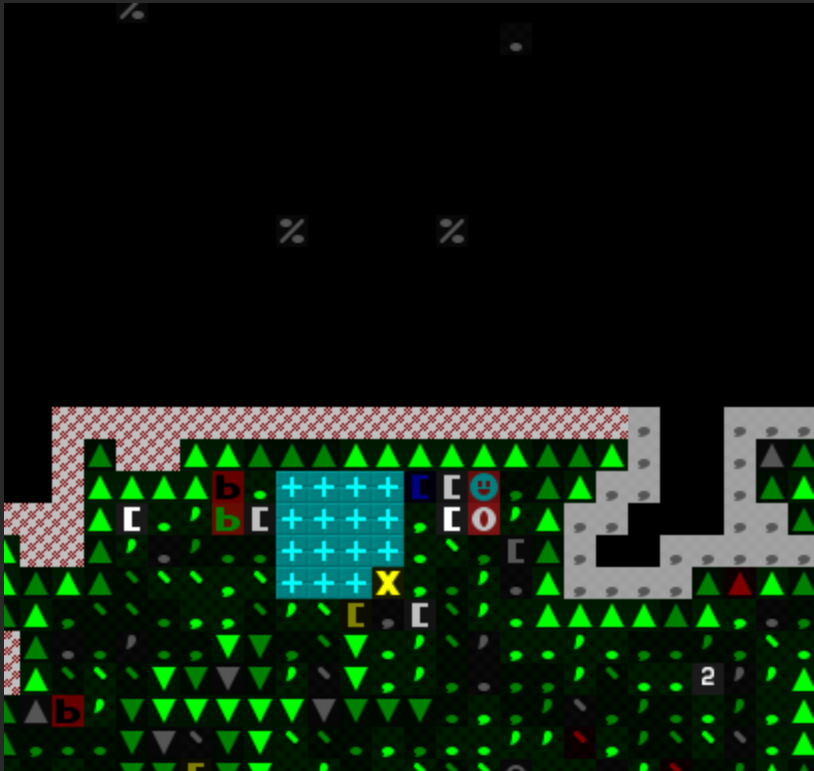
The moment of truth arrives, as the engineer makes their way outside, and within reach of the stray Spawn. I was of course completely confident that this would work out, but I nonetheless watched their progress intently:



Fortunately, they managed to slip past the demon without it noticing their presence, and proceeded without incident toward the bridge to be linked. Someone came up and told me that a forgotten beast had invaded the upper cavern level, but I waved them away -- it can't access us from there anyways. Someone else told me that Dishmab is attempting to start a fistfight in the base camp, but I waved them away as well. Nothing must distract me from achieving my victory. *Nothing..*

However, it is all for naught, as the second the engineer drew close to the bridge they ran away screaming, complaining about "horrible noises" coming from the other side, how they made their insides feel sick. Bah! Coward. Nonetheless, this clearly necessitates another solution. The SPIREGATE must be completed. I must have my vindication.

[[OOC: I at first thought that this was the work of the stray Spawn flying around up above, but combat reports indicated that the Spawn were somehow screeching at the engineer from within the depot, even though they're supposed to need a direct line-of-sight. Weird.]]

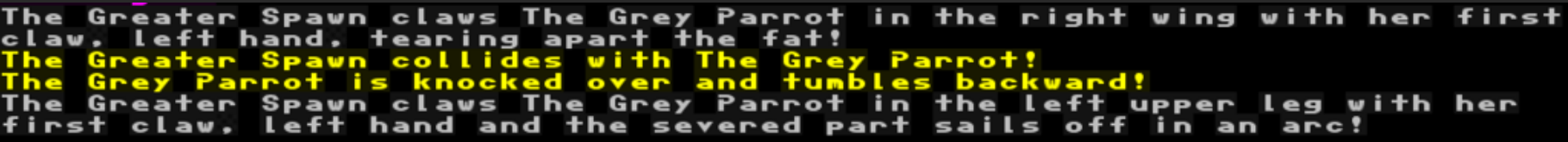


I've drawn out a small burrow outside, just down the hill from the gates, and ordered our bone carver into it, telling him to take a pick. However, he apparently had other plans.



He just stands there in place, repeating that he "needs to find his hood" but never actually moving or going anywhere -- worse, he is ignoring my orders for this mad flight of fancy! Impudent peon! I fear that the stress of our situation may have caused his frail little peasant mind to snap. In any case, I need to find another unimportant dwarf to use in my new plan.

My next thought was to have the mayor take up a pick, but apparently he's in a "very important meeting" with one of the children, and refuses to be diverted. Bah! While I am busy slogging through a seemingly-endless sea of sloth and apathy, the Spawn above decides to dismember a nearby parrot:



Finally, I stumbled upon Dishmab, the Pleb, who had just finished taking an unauthorised break. Perfect. I very graciously informed her that she was reassigned to mining duty, and told her to wait in the burrow outside. She went to retrieve a pick lying in the tunnels...

...Only for her to stop there and stare at the wall blankly, as though she hadn't understood what I had ordered her to do. Bah! Idiot! Clearly, the unique brand of stupidity these dwarves display requires a more-direct solution. I pointed to a spot on the map in the burrow and told her, very slowly and clearly, to dig a hole there -- not for any particular purpose, but rather to simply get her moving. She seemed to understand this, although given the level of intelligence she's displayed up to this point I wouldn't be willing to place stakes on it.

In secret, I followed her up in order to complete the retaining wall behind her as she leaves. She will not be coming back from this mission. A necessary sacrifice for the glory of the Lash.



However, as she left to attend to her duty, I caught sight of another dwarf milling about outside, for reasons I can only speculate at. Blast! Why must I always be surrounded by such stunning incompetence!?



I suspended construction of the wall and quickly barked at them to get inside, and they do so promptly... only for *yet another dwarf* to wander out in their place.



At this point, I decided that it was a lost cause and ordered the wall to be built, leaving the idiot to her fate. Anyone that confoundingly stupid is of no use to me anyhow.

However, to my surprise, the very idiot in question was the one to answer the call to build the wall! She turned around and obediently walked back towards the safety of the farms to complete her task -- I fully expected her to complete the wall from the outside, but against all odds she did not resume construction until she was safely within the threshold of the fortress, after which she strolled back down to the dining room as though nothing had even happened:



A cloud is rolling in from the outside near our newly-stranded miner, but I am not particularly concerned by this. I will take my vengeance upon these lands one way or another. It doesn't look like it's heading towards her anyways.



It has begun. Dishmab has begun her unwitting suicide dig into the side of the mountain -- though I had to quickly change my initial designation once I learned that the eastern wall -- and only the eastern wall -- of the depot area was built of undiggable constructed blocks (again, why do these toadstools not tell me these things when they are relevant?), Zuglar's plan will come to fruition shortly. There is no turning back now. The banshees will rue the day they insulted the Lash.

The other miners, meanwhile, have been hard at work on my plan to seal off the Spire, and now, there remains only one flimsy slab of stone holding the soon-to-be-seal in place. I order it to be dug away:



A miner soon heeds my order and breaks away the last bit of stone; now freed, the 3x1 block of stone obeys gravity's call and hurtles downwards, crashing through the thin floor below and also incidentally blasting the entire chamber with tiny bits of shrapnel, flinging the unfortunate miner into the walls and knocking them out.

However, that is not important -- what's important is that my plan is complete; the Spire is now perfectly-isolated, without any *significant* injury on the part of our dwarves:



Sometimes my own genius astounds me.

I will order an access tunnel to be dug down from the base camp promptly. Soon, by my leadership, the riches of the Spire will be ours for the taking!

Unfortunately, not all is well. It turns out that at some point, the farm plots had been destroyed by a rioting dwarf -- destroying all the progress made towards obtaining our food in the process. If I find out who did this, I will personally remove their thumbs. Fortunately, the spawn planted in the farms was preserved and can be replanted, but our food stocks are still dangerously low -- we managed to find some prepared meals sitting in the wreckage of the farms, but they will not hold our population for longer than a season. I've ordered the farms to be re-tilled, and have assigned a few more dwarves to tending them in the hopes that we can make up for lost time.

Meanwhile, our demon friend up in the sky finds another bird to eviscerate:



→The Greater Spawn bites The Great Horned Owl in the lower body, tearing apart the muscle and spilling her guts! An artery has been opened by the attack! The Greater Spawn collides with The Great Horned Owl! The Great Horned Owl is knocked over and tumbles backward!

Oh, to be so empowered...

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It is done. The depot has been breached, completing Zuglar's dark work and releasing the Greater Spawn into the world at last. They set their sights upon Dishmab as their first target, and set about their work with admirable efficiency:



→The Greater Spawn claws The Pleb in the head with his first claw, left hand and the severed part sails off in an arc!

Her sacrifice is not in vain, however, as the Spawn soon pour out of the tunnel into the dim red twilight of the Clobbermountains jungle, their shrieks echoing across the landscape. Yes. YES. I dare the banshees to defy the Lash now. Yes, let them come. Let them come and sow their terror. They will see what fate has in store for them -- what the Lash has in store for them. Someday, *someday*, their screams will fill the air along with those of the demons. I eagerly await that day.

As if to celebrate their freedom, the hellspawn congregate around a nearby parrot and proceed to messily tear it apart -- a gruesome echo of the fate in store for our invaders. I cannot wait. *Someday*.

I was confused as to why no work was being done on the access tunnel to the Spire, and it turned out that the miners had not understood me properly when I told them to convert the lowermost up-stair in the stone-collapse scaffolding into a two-way stair. Bah! I reworded my command and they seemed to understand, although the miner somehow managed to dig out the staircase while standing on the floor above, which... hurt my head to look at:



Meanwhile, the farm plots have been vandalised again. These rioting vagrants will be the death of me. Do they have no sense of self-preservation whatsoever!? *We need those farm plots to survive!* Fortunately, however, I had -- with characteristic foresight -- ordered the new farms to be tilled as separate plots, so the damage is greatly-minimised. Another victory for the educated dwarf.

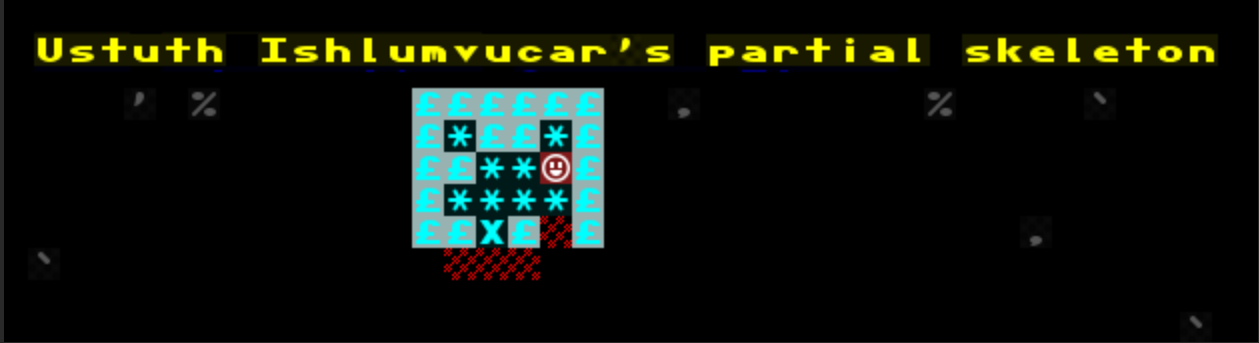
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Access to the Spire and its unimaginable riches has been restored at last. All that remains is to seal it off at the bottom, such that the horrors from below can never again use it as a gateway to the overworld. Naturally, only a dwarf of my stature could possibly be fit for such a monumental task:



With my incomparably-discerning eye, I carefully selected a stone from the top of the Spire, and heaved it down, down into the heart of the earth, the air growing hotter and heavier with each staircase I descended. All around me, the walls glittered a blue so clear that it put the pathetic sky the humans worship to shame. *Adamantine*. A forbidden metal spoken of only in legends, the very heart of the earth itself. If anything can save us from this predicament, it is this metal and its supernatural power.



As I descended, I happened upon a shattered skeleton in a mess of filthy clothes, along with a single copper pick -- all that remains of the hastily-conscripted miner who started all of this so many moons ago. I proceeded past the macabre artifact quickly, soon reaching the very bottom of the Spire, the stairs abruptly dropping off into a vast chasm. I gasped at the sight of what lay beneath-- miles upon miles of bare black stone stretched out as far as the eye could see, all lit by an unearthly red glow issuing forth from vast pits that dotted the surface. Of course, I was most emphatically *not* afraid in the slightest - -simply stunned at such a fantastic sight. I quickly set about my work, and soon, the terrible chasm was hidden beneath a gabbro staircase:



I'd like to see the myriad horrors of the deep darkness get through *that*. Bah!

And so I have claimed the Spire and its riches in the name of the Torrid Lash. Thanks to my unprecedented brilliance, my miners can now extract every precious ounce of adamantine from this vein without interference. Truly, Erib Catchtowns is a name that will go down in history. All hail!

Now that the crisis Zuglar has gotten us into has been averted by my hand, I feel comfortable withdrawing it, and allowing this place's mad customs to resume. Though I maintain that this place would be far better off in my care, the other dwarves have been side-eyeing me for some time, and I think it may be best to allow things to proceed normally now -- for my own safety. I can only pray that the next Overseer shall be one-quarter as competent as myself. To victory, Clobbermountains!

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 11, 2015, 11:21:58 pm**

Here's the save. (<http://dff.d.bay12games.com/file.php?id=11270>) I will be PMing Lolfail presently.

Our turns will be going summer-to-summer past this point, barring further developments. If we get hit by banshees and there's nothing to kill them with -- which is basically checkmate for us as it stands -- you are henceforth permitted to abandon the fort if you so desire, but I'd rather we keep hoping for a miracle to the end in that instance.

I do have a plan for a banshee-killing machine which I may upload later, but it will require a *lot* of magma-safe materials to make.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Taupe** on **November 12, 2015, 12:20:31 am**

Quote from: Mr Frog on November 11, 2015, 11:21:58 pm

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We should probably focus on getting adamantine up and running (start with the bottom layers, in case you hit a magma patch) and creating state-of-the-art gear for our soldiers. Anyone who isn't very useful should probably take some time to begin some training in their spare time. We'll probably need to take to the field sooner than later, if the demons fail at their task. Needless to say, we probably have enough cyan metal to fully armor the entire population. They'll be fast, they'll be tough, they'll be shiny. Best mining project ever.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 12, 2015, 01:53:30 am**

Quote from: Taupe on November 12, 2015, 12:20:31 am

Quote from: Mr Frog on November 11, 2015, 11:21:58 pm

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Adamantine production takes a while, however, especially with completely-unskilled workers, and I doubt we have the numbers required to make a direct attack a viable strategy even with full adamantine equipment -- especially if our warriors fail to kill all the banshees in time and fall victim to their scream. Also, remember that the demons may be able to enter the fort through the magma sea via the volcano, so care will need to be taken not to give them an entryway (although pathing through liquids is broken in this version, so my fears may be unfounded).

I maintain that a trap of some sort is the best option in this scenario. Something that can lure foes in, then kill them all at once without dwarven intervention. I'm thinking maybe a pressure plate linked to drawbridges in the ceiling that will drop magma on the victims' heads. It won't work on Spawn, but the Spawn hilariously are the least of our worries at present.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Taupe** on **November 12, 2015, 02:10:09 am**

Are the banshees affected by the mist?

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 12, 2015, 02:16:38 am**

Quote from: Taupe on November 12, 2015, 02:10:09 am
Are the banshees affected by the mist?

Yes. You demonstrated such in your turn, actually -- we would have fallen to the banshees in short order, had the seething mist not mutated them and caused them to wander off (kinda hate that bug tbh). However, the mist is unreliable both in terms of how often it comes and whether it will hit anything; relying on it for defense is quite literally hoping for a miracle.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Taupe** on **November 12, 2015, 02:54:19 am**

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Wow i'm so dumb, I need sleep.

Still, if we can build a terminal amount of puppies and stash them right underneath the jungle, they can hopefully buy us time for the mist to catch some banshees. It's not a bulletproof idea, but it's a nice layer of defense to have. at the very least it can buy the soldiers some time by eating up one wave of screams.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 12, 2015, 02:58:47 am**

Quote from: Taupe on November 12, 2015, 02:54:19 am
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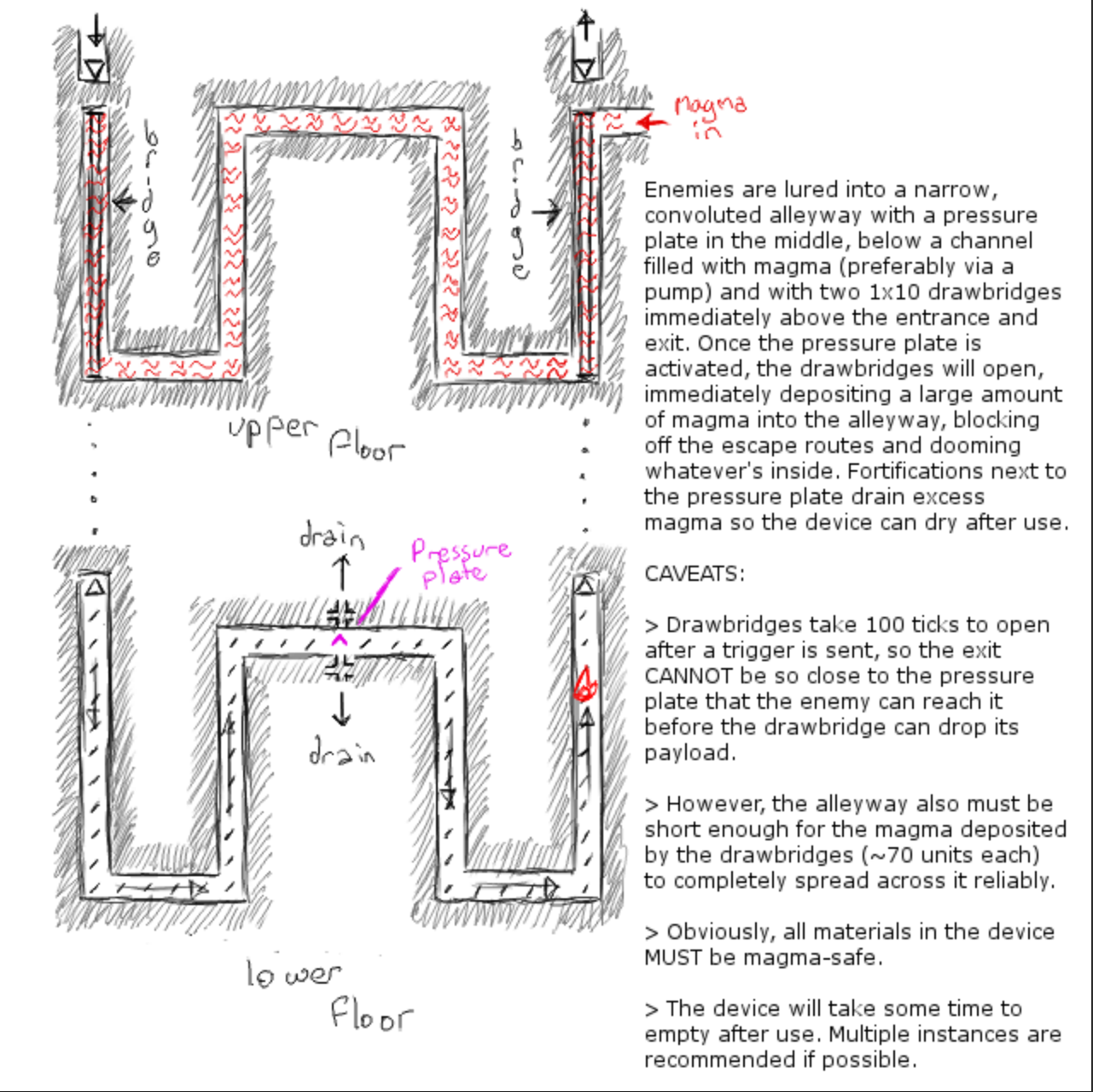
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- > Implying we have some means of obtaining large amounts of dogs before the next banshee wave
- > Implying we have any animals left in the fortress, period (to clarify -- we are entirely out of livestock in any form)

That's honestly a pretty clever plan once we have the resources required to implement it, but in order for that to happen, we must first somehow weather our foes long enough for us to get a decent-sized migrant wave and/or a caravan into the fort.

MAJOR EDIT: Okay, here's my plan for a trap to kill the banshees:

Spoiler: the ConTRAPtion (click to show/hide)

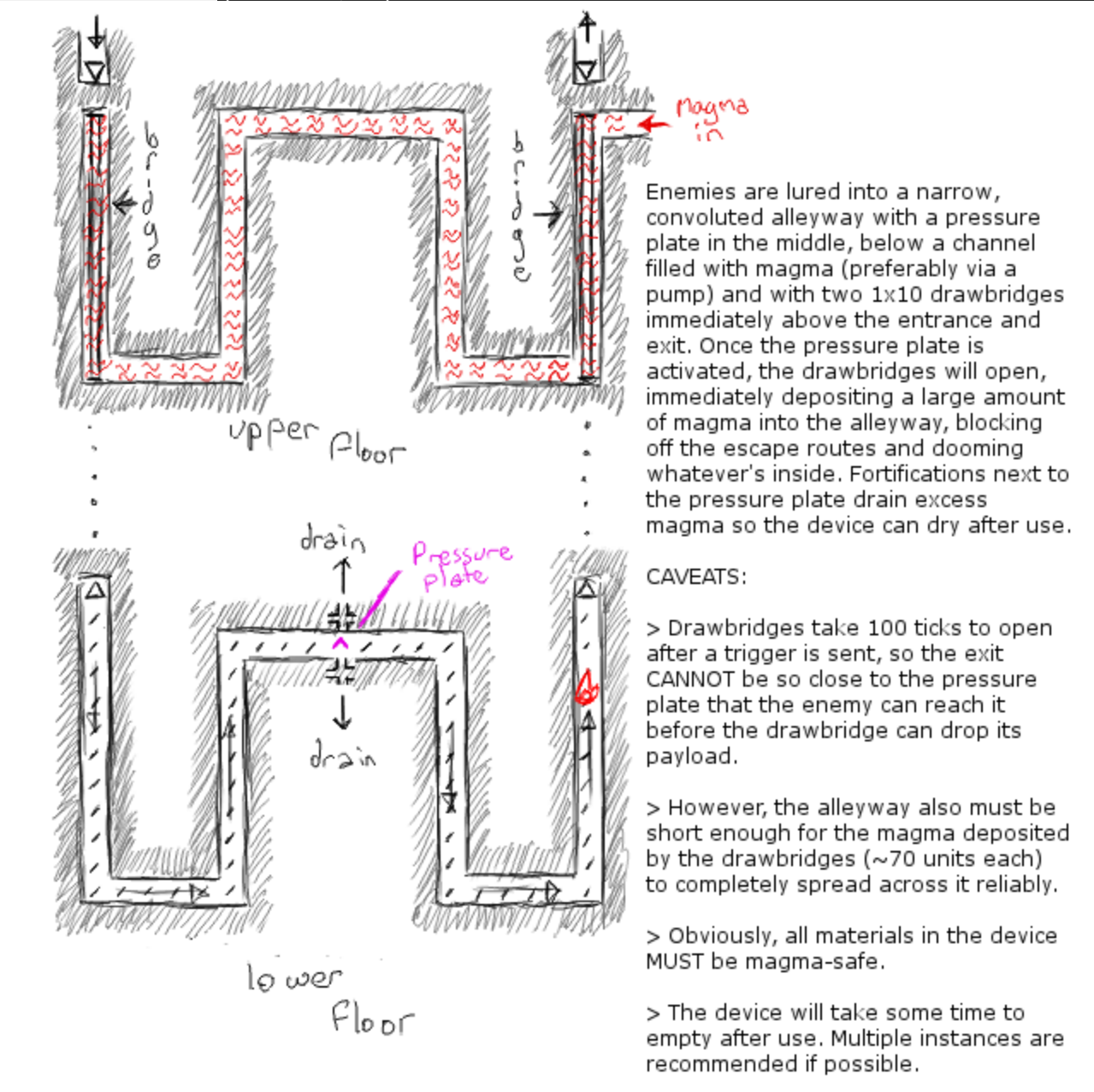


Total material cost of each trap is 6.5 magma-safe rocks, rounding up (5 to make the mechanisms used in the pressure plate and bridges, plus 3 blocks required to build each bridge for a total of 6 blocks which can be produced from 2 stones with 2 blocks left over for a second trap).

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **DolosusDoleus** on **November 12, 2015, 06:48:08 pm**

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Erm, doesn't this kinda break the "no trap hallways" rule you put forth at the beginning?

Or is this gonna be an instance of "lets break our own arbitrary rules so that the world doesn't fuck us into oblivion"?

ALSO:

Couldn't you just do the same thing with spear traps? I'm thinking that this is a *bit* too complex for our current for size. Also, if we used spear traps we could use this trap against the spawn. Just sayin' :-\

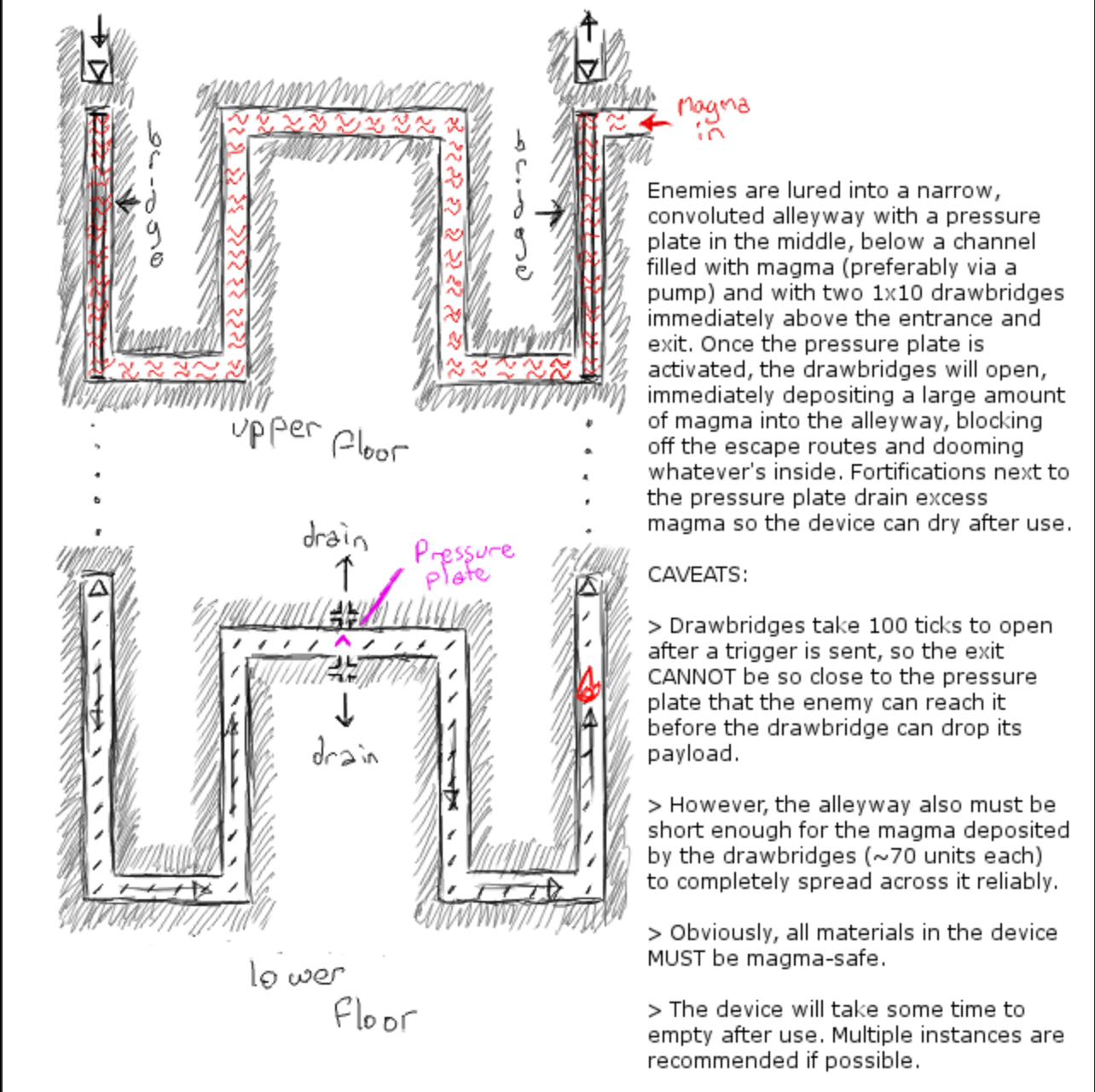
Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 12, 2015, 07:25:13 pm**

Quote from: DolosusDoleus on November 12, 2015, 06:48:08 pm

Quote from: Mr Frog on November 12, 2015, 02:58:47 am

MAJOR EDIT: Okay, here's my plan for a trap to kill the banshees:

Spoiler: the ConTRAPtion (click to show/hide)



Enemies are lured into a narrow, convoluted alleyway with a pressure plate in the middle, below a channel filled with magma (preferably via a pump) and with two 1x10 drawbridges immediately above the entrance and exit. Once the pressure plate is activated, the drawbridges will open, immediately depositing a large amount of magma into the alleyway, blocking off the escape routes and dooming whatever's inside. Fortifications next to the pressure plate drain excess magma so the device can dry after use.

CAVEATS:

- > Drawbridges take 100 ticks to open after a trigger is sent, so the exit CANNOT be so close to the pressure plate that the enemy can reach it before the drawbridge can drop its payload.
- > However, the alleyway also must be short enough for the magma deposited by the drawbridges (~70 units each) to completely spread across it reliably.
- > Obviously, all materials in the device MUST be magma-safe.
- > The device will take some time to empty after use. Multiple instances are recommended if possible.

Total material cost of each trap is 6.5 magma-safe rocks, rounding up (5 to make the mechanisms used in the pressure plate and bridges, plus 3 blocks required to build each bridge for a total of 6 blocks which can be produced from 2 stones with 2 blocks left over for a second trap).

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I reckon it's more of a case of "do what we need to to survive"

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Splint** on **November 12, 2015, 07:30:02 pm**

I will put forth that Spear traps worked well when used en masse against spawn as part of a dodge pit trap in Spearbreakers.

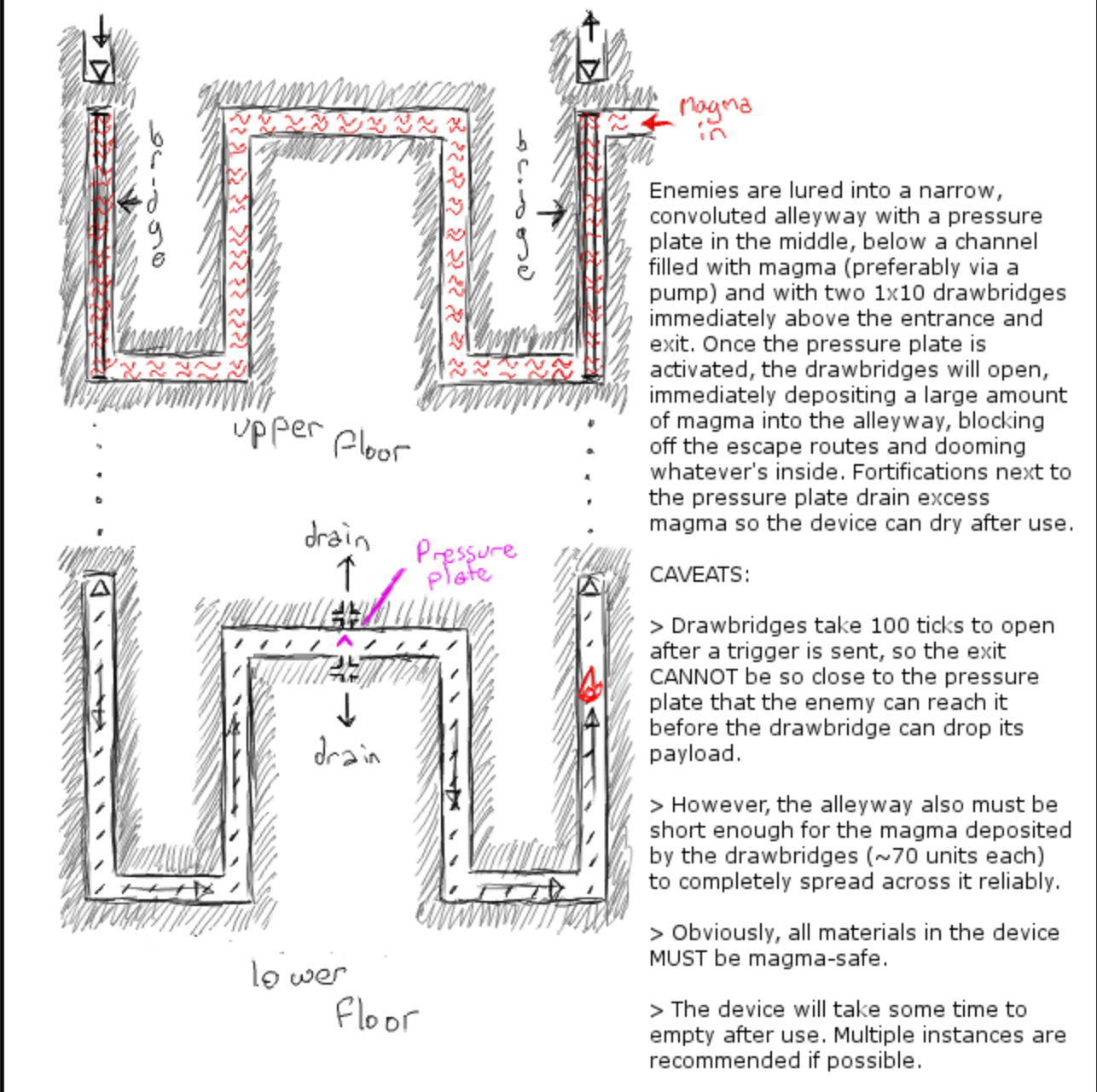
Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 12, 2015, 07:55:57 pm**

Quote from: DolosusDoleus on November 12, 2015, 06:48:08 pm

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The rules list in the OP refers specifically to weapon traps, since they're wayyyy too efficient for my tastes relative to their creation and upkeep cost.

Also, upright spear traps take forever to build and link (particularly since, as you yourself point out, we lack manpower at the moment), require significant amounts of weapons-grade materials, and need to be operated by a dwarf -- i.e. if our entire fort ends up pinned down by banshees (a distinct possibility given the numbers they have and the numbers we have) and nobody is conscious to flip the lever, we're boned. My design, by contrast, is completely-automated once it's built -- although once it springs it'll take a while for the magma to clear out -- requires only 7 magma-safe stones, and only requires 3 buildings and 2 linkages. (Not counting what you use to build the pump, obviously)

You have me on it being ineffective against Spawn, though -- even if they weren't immune to magma, they're trapavoid and so don't trigger pressure plates :V I suppose we could integrate Taupe's idea and install a bunker behind it guarded by adamantine-clad soldiers to catch any stragglers. The primary purpose of this trap is to kill banshees without requiring dwarven interference, which isn't something we can reliably muster against them right now.

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Post by: **DolosusDoleus** on **November 12, 2015, 08:15:19 pm**

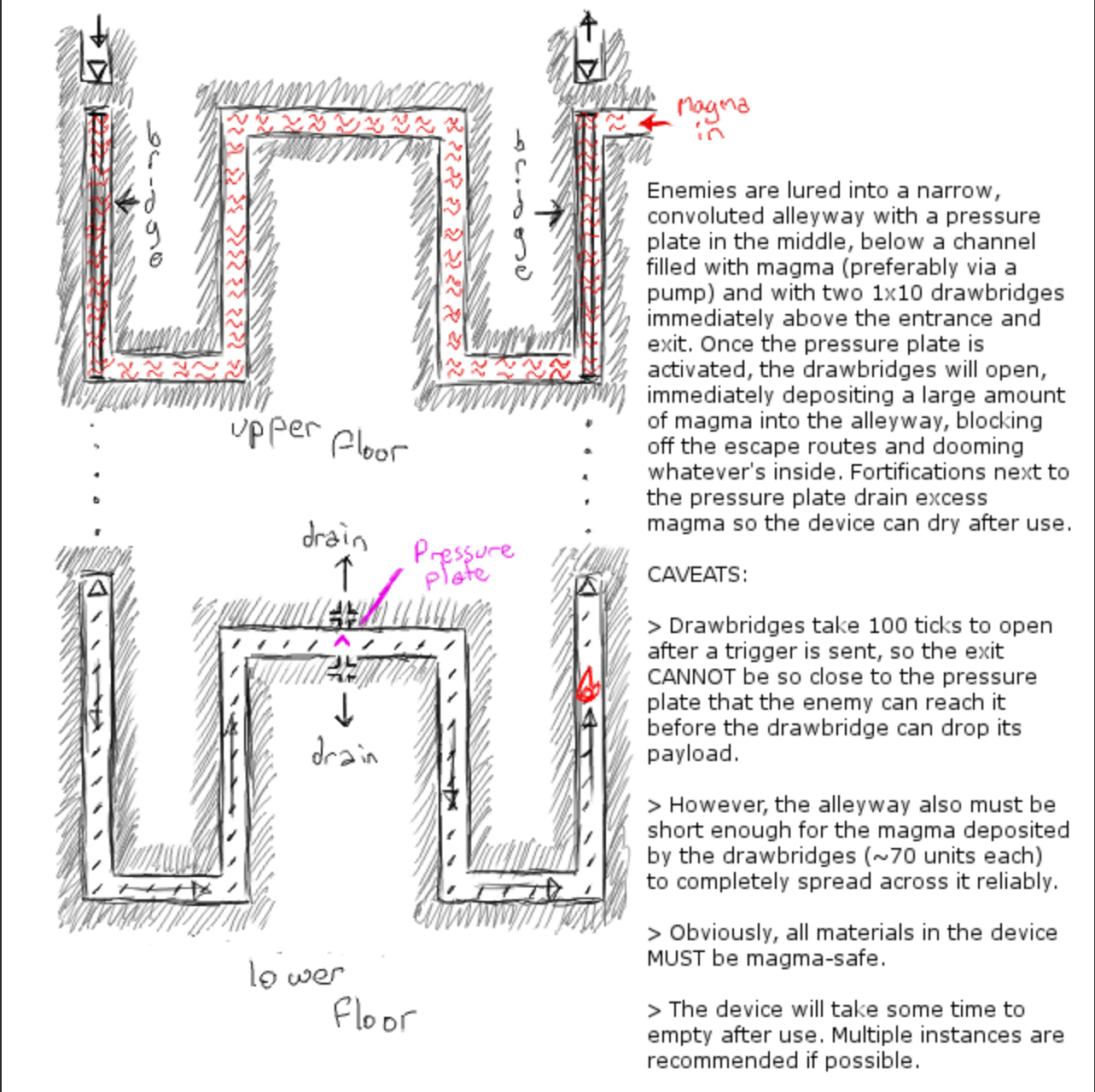
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Just had an epiphany: we could probably get rid of both banshees AND spawn by using minecarts and a pit. If we build a long, winding passageway surrounded on all sides by a 10 or so z-level pit, and then engrave minecart rails along said path, we can send minecarts along the rails and force invaders to dodge into the pit. Because enemies in the version we're using can't climb, this provides an effective way to dispose of invaders. We could then line the bottom of our pit with upright spikes or whatever, or we could save the invaders for some arena megaproject to make our captives fight to the death.

I'd put in more detail/some drawings, but currently I'm typing this up on my phone. I'll put up some concept art when I get back to a computer.

EDIT: Also just realized this might not make a whole lot of sense. If it doesn't, sorry about that. As I said before, I'll go into detail later.

EDIT2: Can banshees scream from inside cage traps? A large fall will likely stun banshees, and we could line the bottom of our pit with cage traps. If the spawn are stunnable, this will work for them too.

EDIT3: (holy carp my fingers are dying) Just realized this would take huge amounts of dorfpower, which as I mentioned earlier we do not have. I suggest we put this plan into motion after the banshees are dead and our numbers are up again. Or we could try to accumulate 9001 animals as a buffer against the banshees as we put any of the plans into motion.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 12, 2015, 08:54:39 pm**

- So, to recap:
- Weapon traps are taboo
 - Spear trap fields are inefficient and we don't have the dwarfpower.
 - Mr Frog's conTRApTion is more efficient but is a hundred ticks of danger once triggered, needs to be entirely magma-safe and small enough ((raising the danger of the hundred ticks)) for the magma to disperse, and takes time to reset.
 - Banshees and Spawn have us in the ban-shit like Immortan Joe and co. hunting down the War Rig.

As soon as I get home, this is gonna go *chaotically*.

E: Minecarts. Fun~

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Crashmaster** on **November 12, 2015, 09:15:32 pm**

The magma-mist hallway will work in it's current state without repairs if it actually gets filled (which is however quite slow - probably a season - but everything is already connected). It can be turned on and left running indefinitely as well (FPS be damned). The hall remains path-able but rapidly incinerates anything burnable that tries to go through it. It's really quite over-sized as most things rarely move more than 2 tiles after exposure to magma mist. Flying building destroyers would tear it's hatches apart but that would only prevent it from being shut off.

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Post by: **Mr Frog** on **November 12, 2015, 11:09:31 pm**

Quote from: Crashmaster on November 12, 2015, 09:15:32 pm

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The magma-mist hallway is also unfortunately in Demonland at the moment :V It'll probably take a bit of time to build up an army capable of reclaiming the old fort (although I'm pretty sure there's only like a dozen GS stuck in the fort so, y'know, this could be worse).

Quote from: Lolfail0009 on November 12, 2015, 08:54:39 pm

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E: Minecarts. Fun~

Your understanding of the situation appears complete and correct.

FWIW, if my understanding of what I read on the wiki is correct (and assuming the *wiki itself* is correct, which... HAHAHA) a unit with average speed can move 10 squares in the 100 ticks it takes for the bridge to be open, and a faster unit MAY be able to make it 20 spaces if they get absurdly-lucky with the RNG -- 30 squares between the pressure plate and the exit should be more than sufficient to ensure that the prey cannot escape until the trap fully activates and should also be short enough for the 70 units of lava deposited by the bridge to spread across the tunnel's entire length.

E: Also, full disclosure: I haven't actually worked with pressure plates all that much. So, y'know, there's a chance that all of this will just straight-up not work.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 13, 2015, 07:36:15 am**

Ok, finally home after quite the shift, and I have the save.

Just need to work out these graphical glitches and we'll be set~

E: Nevermind, apparently I'm just tired '^^ All is well graphically. Gonna start playing now.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 13, 2015, 09:51:56 am**

~~Double posting be eh~~

ELECTROLYSER'S DIARY: SPRING 209

26TH SLATE

Diary, it's Zetta here again, miraculously.
I'm still scared, and it's gotten worse; His Gaudiness has stepped down from overseeing the fort and he pointed to ME as he did so. ME. How the FUCK am I meant to be Overseer when I can't even be a mechanic?

First thing I did was hide in a corner in the farms for two days, trying not to salt the ground. Second thing I did was mark them fallow and declare that all farms would be moved underground, and that living quarters be dug so we have SOMEWHERE to ~~die semi-comfortably~~ recuperate. People are fighting, but the screams I hear aren't from them. They're from outside.

15TH FELSITE

Elves. I can tell. The mushrooms glow slightly when elves are around. And they must be traders, this late in Spring. I hope the Spawn barter, for the longears' sake.

17TH FELSITE

Shriller Spawn screams now mix with the deeper ones. Holistic's progeny now fight Holistic's brethren.

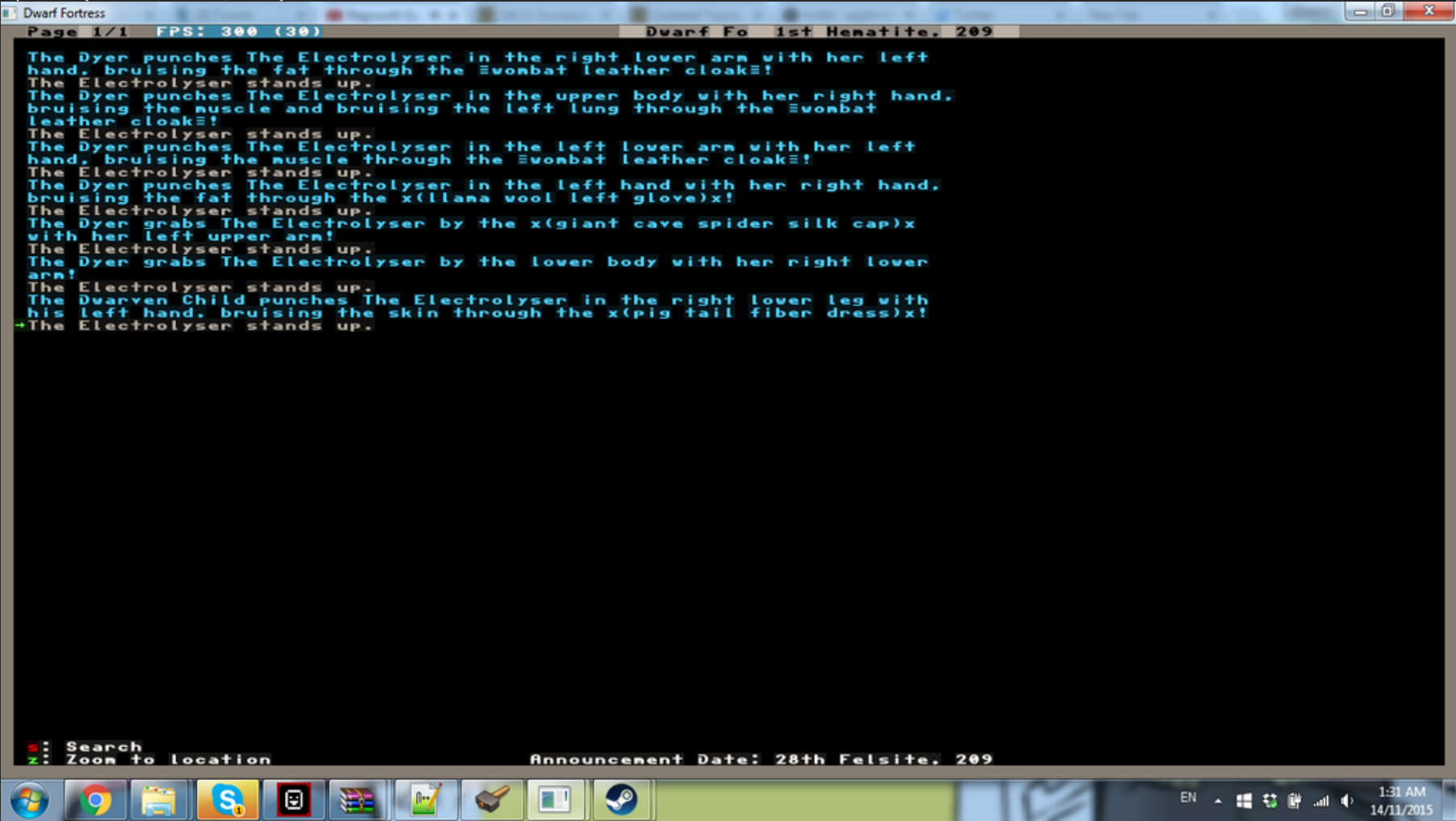
Also, progress is being made on the Happy Place!
Spoiler (click to show/hide)



28TH FELSITE
Some cave spiders were dancing together. Cute~

1ST HEMATITE
I got beat up today. One of the others really lost it with me.
I didn't fight back.
I couldn't.
I'm too weak.
But you know that, right Diary?

[Spoiler \(click to show/hide\)](#)



Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 13, 2015, 03:30:23 pm**

The Spawn were fighting the Greater Spawn? How did the latter fare?

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 13, 2015, 09:47:21 pm**

Seven on two, H.Spawn lost seven, G.Spawn lost one I think

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 13, 2015, 11:13:06 pm**

Quote from: [Lolfail0009](#) on November 13, 2015, 09:47:21 pm
Seven on two, H.Spawn lost seven, G.Spawn lost one I think

That's better than I was expecting, at least, although it concerns me that our defenses are already taking losses.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 13, 2015, 11:23:48 pm**

Quote from: Mr Frog on November 13, 2015, 11:13:06 pm

Quote from: Lolfail0009 on November 13, 2015, 09:47:21 pm

Seven on two, H.Spawn lost seven, G.Spawn lost one I think

That's better than I was expecting, at least, although it concerns me that our defenses are already taking losses.

Well, with how many G.Spawn there are, I'm not too concerned over the possible loss of one. '^^

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Mr Frog** on **November 14, 2015, 02:20:02 am**

Quote from: Lolfail0009 on November 13, 2015, 11:23:48 pm

Quote from: Mr Frog on November 13, 2015, 11:13:06 pm

Quote from: Lolfail0009 on November 13, 2015, 09:47:21 pm

Seven on two, H.Spawn lost seven, G.Spawn lost one I think

That's better than I was expecting, at least, although it concerns me that our defenses are already taking losses.

Well, with how many G.Spawn there are, I'm not too concerned over the possible loss of one. '^^

Yeah, I'm freaking out over nothing :V Still, we *desperately* need to get a WMD of some sort up and running by the time they're all gone. That or figure out a way to let migrants into the fort.

E: Something else that concerns me is the extent to which we are basing our operations out in the caverns. If an FB attacks, we're boned.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Lolfail0009** on **November 14, 2015, 05:56:47 am**

Quote from: Mr Frog on November 14, 2015, 02:20:02 am

Quote from: Lolfail0009 on November 13, 2015, 11:23:48 pm

Quote from: Mr Frog on November 13, 2015, 11:13:06 pm

Quote from: Lolfail0009 on November 13, 2015, 09:47:21 pm

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E: Something else that concerns me is the extent to which we are basing our operations out in the caverns. If an FB attacks, we're boned.

Still mentally going over PSPPs as opposed to TSPPs '^^ But I'll think of something long-term that should deal with it.

And don't worry, I've got a plan for them. And Zetta does have a knack for large machines that can at least KO a forgotten beast; she's not the Electrolyser for nothing ~~or so she tells herself~~

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Lolfail0009** on **November 15, 2015, 11:49:58 pm**

Sorry for the lack of activity; a semiotic analysis task came up for Uni and I've spent the past few days proving that *Mad Max: Fury Road* is incredibly pro-feminist.

Fortress work should continue today, with hopefully another writeup today, if not tomorrow

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Mr Frog** on **November 16, 2015, 04:05:19 pm**

Cool. As long as you check in regularly and aren't blatantly stalling, there's no need to apologize.

In other news, the writing piece I was dragging my heels on is finally finished! This'll probably be the last one for now. Just need to edit it and it'll be posted.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Mr Frog** on **November 16, 2015, 09:07:36 pm**

Here's the new story piece, finally. Massive tl;dr warning on this one; it's a little over twice as long as the last story I posted.

Spoiler: The Pit (click to show/hide)

Deep beneath the earth, beneath miles and miles of solid rock, there is a vast, yawning chasm carved within the stone, huge enough to swallow a small village -- so large and so dark that one cannot see across it, that if one were to stand in the middle there would simply be nothing but featureless blackness hanging all around them like an endless, beckoning void threatening to swallow them at any moment.

Of course, this is simply an idealisation, as the solid, inky shadow was frequently interrupted at points by small, faint points of torchlight, their orange glow defining the surrounding terrain with thin lines; were the entirety of the cavern to be thus illuminated, it would be quite clear that the structure was not natural at all, but had in fact been excavated by human -- or rather dwarven -- hands, being an immense subterranean strip mine, a single massive, irregularly-spiraling ramp going clockwise from the deepest point at the center all the way up to the outer rim at the top, a massive, empty void stretching between the bottom and the flat, rough-hewn ceiling above which covered the full width of the chasm. Small rooms and passages were carved into the shelves at random intervals; the rooms had sturdy, if rusted, iron bars set over them, and most of them were full to bursting with unclothed dwarves, as well as the occasional human or elf, a few clamouring to be released, but most of them apparently no longer capable of working up such emotion and thus slumped empty-eyed along the walls and floor in a tangle of bodies. There was the occasional echoing clink of pickaxes on stone, a few scattered grunts from prisoners being forced to shove unnecessarily-large blocks of stone up a long ramp scraped smooth by years of such activity, but for the most part the mine had long since been abandoned for its original purpose. No, its current purpose would have, had the lighting permitted, been betrayed by the numerous wood-and-metal devices set into the walls and arranged in rows on wide horizontal landings. Some were in use -- their occupants together representing most of the spectrum between death, unconsciousness, and agonised lucidity -- and almost all were covered in rusty red stains and various other filth which indicated, among other things, that proper sanitation and hygiene was not a priority here. The entire macabre scene was cloaked in deep shadow, hiding it from sight even if one was standing in the midst of it, although it did nothing to diminish the noise.

This was the Pit, located in the depths of Mirrorrased, the former capital of the Torrid Lash -- a purgatory worthy of the continent's most glorious empire (according to its own records, and Tumam help anyone who implied otherwise).

Guthnur Libashlist, the former Sergeant-General of the Lash, sat in his cell, alone -- he'd at first thought it a show of mercy in accordance with his former station that he hadn't been put into one of the other, overpacked cells, but after a few agonising weeks spent locked up alone in a pitch-black room with no diversions whatsoever he'd decided that it had been done out of a special sort of spite. That was in the past, however. After years spent in total isolation, only broken when a bored noble -- at first generally one of his old nemeses, but it seemed as though even they had forgotten about him with time, and now it was simply whosever eye he caught first -- came to have him dragged to one of the various aforementioned 'entertainment devices' installed in the cavern, he really wasn't sure of anything

any more. There just wasn't enough of [himself] left in him for any sort of determination to take place in his hollowed-out mind. It would perhaps be more accurate to refer to the motionless form in the cell as the Sergeant-General's discarded husk, the insect inside having long since suffocated.

Guthnur looked up vaguely with unseeing eyes. Someone had been knocking on the bars of his cell. He saw a small, flickering torchlight, too dim even to illuminate the features of its bearer -- not that it mattered much, as their head was covered by a thick cloth shroud, featureless except for two black eyeholes -- and even if it had been, the light would have seared his famished eyes like the sun itself. Nevertheless, Guthnur instinctively scuttled towards the dim glow on all fours like an enormous, bony insect. He flicked his gaze up towards the torch's bearer, a peculiar expression on his face -- blank, emotionless, but with a certain animalistic alertness to it, like a small animal ready to flee into a burrow at a moment's notice.

The guard stared down at the prisoner silently for a moment, his mask obscuring his expression but the dragging pause nevertheless communicating his apathy towards the man quite effectively. "Come," he said roughly, as though commanding a pet that he wasn't entirely fond of but was forced to keep for appearance's sake. Guthnur rose unsteadily to his feet and teetered out of the cell, fidgeting with his hands absentmindedly; even to the eye, he was a barely-recognisable echo of his former self, his powerful build having withered away to a frail stack of thin, gaunt bones; only the steel grey of his eyes -- now deeply-recessed into their sockets -- marked his former identity, and even then, the dim lighting made it impossible to see anyways. It did however, illuminate something on his forehead -- a brand seared into his flesh, in the shape of an inverted pine tree.

Upon seeing that his charge was following him, the guard turned and walked away, beckoning the prisoner to follow with one hand and massaging his forehead with the other. Truth be told, he wasn't operating at full capacity at the moment -- or, to put it another way, he'd been feeling slightly-ill for the past couple days, had been attending a going-away party for one of his relatives for most of the previous night, and was currently suffering from a head-cracking hangover combined with the general effects of severe sleep deprivation as well as mild joint aches and slight nasal congestion. He knew he shouldn't, strictly speaking, be on duty at the moment, but one does not simply call in sick in the Lash -- particularly when one is in the direct employ of the royal guard, and isn't entirely sure how to explain to their superior that the reason they can't turn up for work is that they spent most of the previous evening getting drunk on cheap sewer brew. Guthnur shambled behind him, the same animalistic expression on his face; his eyes darted left and right without pause, as though he was analysing his surroundings -- a ridiculous thought, as it was too dark to see anyways, but he hadn't been in a rational state of mind for almost two years and wasn't about to start up now.

The guard trudged up the slope in silence with his captive, his mind wandering directionlessly. Occasionally, the stifling quiet was broken by the echoing screams of a tortured prisoner, its source impossible to determine between the near-total darkness and the immense chamber's acoustics; anyone else would likely have found the sound to be fairly-nauseating, but the guard had heard it so many times by this point that it was simple background ambience. Besides, it wasn't as though any of these people actually [mattered]. They were the nation's trash, and this abyssal hole was its dustbin. The guard's feet hurt slightly as he proceeded up the seemingly-endless slope; he considered whether he should invest in some inserts for his boots. The near-total darkness certainly didn't help; by this point the guard could almost pinpoint exactly where he was on the spiral by pure instinct alone, but the inability to confirm his position was nevertheless disquieting. It was as though he was floating, unmoored, the small circle of visibility provided by the torch -- its brightness limited by strict regulations -- feeling like a raft in a sea of shadow. Occasionally, the bars to a cell would drift into the torch's tiny world, and a grove of emaciated, clamouring arms would sprout out, grasping and clawing at thin air, their owners yelling and pleading in a desperate, semi-coherent babble. As with the rest of the Pit's background ambience, the guard took no notice of this, and continued on.

Finally, the guard reached his destination -- a wide, flat landing with multiple 'entertainment devices' installed on it in no particular pattern; those that were currently in use were dimly-illuminated by torches which cast their occupants into a bizarre play of light and shadow. However, these were not what he was looking for; instead, his gaze alighted on a small, dimly-illuminated chair upon which sat a dwarf, their features cloaked by shadow but who was most likely an elderly, fat female judging from their build and the lines on their face -- thrown into sharp relief by the nearby torch, which was really more of a dim red ember. Her elaborate clothing indicated she was of the nobility, although it was impossible to make out her identity beyond that -- at the very least, it wasn't anybody he knew, certainly not the Consort or one of her circle. Strictly-speaking, she wasn't supposed to be here, but then strictly-speaking this entire place wasn't supposed to exist either. Strictly-speaking, none of the prisoners in this room existed and none of the torments currently being inflicted on them ever happened. Nobody knew, and those who did did not speak of it. For all intents and purposes, everyone here was a phantom, existing on a plane separate from conventional reality.

"Have you brought the whelp?" said the toadlike woman unctuously, her voice raspy. There was a distinct slurping, which the guard desperately tried to convince himself wasn't the woman licking her lips. People like these were the one part of the job which the guard hadn't yet gotten used to. It wasn't his business what vile deeds the prisoners had done to get in here, but seeing someone take such glee in something so dark right in front of him was much harder to distance himself from. The disgust gripping his stomach was visceral.

"Yes," said the guard curtly, failing to hide his distaste; "He's right here." He gestured behind himself vaguely, desperate to get this over with. However, the figure simply tilted her head questioningly. The guard got an icy feeling in his stomach as he slowly wheeled around... around... around.

His legs wobbled slightly beneath him as he saw nothing but empty darkness.

Guthnur padded across the rough stone on his bare feet as fast as he could manage without making noise, sheer animal instinct prodding him along. He'd noticed, not on any rational, intellectual level, but something far more primal, that the guard wasn't paying attention -- just shambling along, staring at the ground, shoulders slumped. Only occasionally glancing up at passing objects -- never backwards, at his charge. Guthnur detected an opportunity to slip away unnoticed, and so now here he was, rushing through the featureless darkness with a mad furor -- in the pitiful light, the odds of anyone finding him were low. Though he wasn't in a state to calculate his odds, they were surprisingly-high, considering. The Pit was quite sparsely-guarded; devoting large amounts of personnel towards a facility that didn't exist was not deemed to be effective workforce management, and more-importantly would risk inconvenient questions being asked. Even as he heard the guards raise a full alarm and stomping feet clad in metal boots sending echoing clangs throughout the cavern, Guthnur was confident that he would not be found. There were hiding places everywhere in the nooks and crannies of the quarry, and in the pitch-dark, even the wide, flat landings could work to conceal himself in.

Guthnur grinned madly, or more accurately bared his teeth and stretched his mouth across his cheeks, as he reached one such landing, feeling the ground level off beneath his feet; he could hear guards closing in, but he was unconcerned by this. Quite the opposite, he saw this as an opportunity; it would be impossible to slip past the guards on the narrow pathways, but evading them in an open space such as this would be simple. Guthnur dropped on all fours and scuttled towards the back of the landing like a spider, completely-unseen, quickly feeling his way through the dust and loose stones with his hands as he went; a few of the devices were in use, their occupants illuminated dimly by torches, but all this did was make him harder to see in comparison.

Guthnur's hands brushed on something made of wood -- likely a crucifix of some sort based on the X shape. He scrabbled himself up and around it, flinching as he accidentally brushed a chain, causing it to rattle quietly. He pressed himself up against the crossed wooden beams and peered across to the other side, breathing heavily; he couldn't see anything save for a few small, faint pinpricks of light from the other side of the quarry, but he could hear metal boots pounding in this direction. Guthnur tensed, alert to the slightest movement; moments later, a dim glow crept in from around the edge of the rock face from up the slope, and three guards -- all dressed similarly to the one he had left, with minor variations in build that Guthnur was entirely not in the state of mind to note or care about -- shortly entered into view, each bearing torches. Guthnur watched, his eye twitching slightly, as they proceeded to split up evenly and proceed forwards across the landing in a line like an advancing wall; he couldn't slip by them -- they were too close together. Nevertheless, he instinctively darted across the ground closer to his destination -- the slope leading further upwards. He didn't know how close he was to the top of the quarry -- the thought never crossed his mind. All he knew or cared about was that he had to keep going up and up.

Guthnur drew closer to the guard, a little over twenty feet away, stepping carefully so as not to disturb any loose stones; his insides squeezed from fear, yet the guard didn't notice him -- he couldn't, in fact; the feeble glow from the torch the guard was holding ironically blinded him to everything outside its small, pathetic sphere of light. Guthnur did not consider this, however -- all he knew was that, for whatever reason, the guard was not taking notice of him. He froze in place, his frenzied mind bubbling like a cauldron. He was so close, but at the same time, so very far. The noose was around his neck, tightening further with every step forward the guards took. His eyes twitched.

Just then, an impulse struck him. Perhaps it was simply some primal urge, or perhaps some small lingering remnant of his former intelligence had managed to push something through to his conscious mind. Perhaps both. Grinding his teeth, Guthnur picked up a rock -- fairly good-sized, large enough to fit into his palm -- looked at one of the other guards -- the one in the middle of the three, to his right -- and threw it as hard as he could at him.

The projectile struck home, smacking the guard's shrouded face with a significant impact -- Guthnur's withered arm couldn't put much force behind it, but a 5-pound chunk of solid granite didn't need much force behind it. The guard shouted in shock and reeled backwards, falling roughly onto his behind in a stunned daze. The other two instinctively turned their attention away from their surroundings towards their fallen mate, readying themselves for combat -- weapons out, stance wide -- as the realisation slowly dawned on them that they were under attack, and they couldn't even see where their assailant was.

Guthnur grinned wickedly at the sight of his tormentor's fear, how their posture tensed. He felt a familiar rush of power that he'd thought he'd forgotten -- and, with it, a sense of clarity. For a moment, the Sergeant-Generall remembered what it had been like to be himself. Long-unused gears in his brain started to whirl to life. For the first time in ages, he was something close to lucid. Little things which had been little more than a blur in his feral state were now starkly-clear.

His attack hadn't severely injured the guard in any capacity, but it had stunned him, and more-importantly, rattled the other two. They

were standing at alert, scanning the area around them for disturbances, which wasn't exactly to his benefit; however, he also knew intuitively from experience that they were on the brink of panic, and the slightest jostling would push them over the edge. The Sergeant grinned deeper as he picked up another stone and threw it at the guard farthest away from himself. The projectile flew unseen through the air and hit the guard in the chest, barely glancing off his breastplate; it hadn't caused any significant injury at all. However, it had served its purpose as a threat nonetheless. The two guards instinctively shuffled towards their fallen compatriot, who was rising unsteadily to their feet, and the three of them drew small iron daggers from sheaths on their belts, waving them around in no particular direction at the impenetrable shell of darkness surrounding themselves in anticipation of further attack. Guthnur smirked and picked up one final rock; this he threw into the void to his right, after which he immediately padded in the opposite direction as quickly as he dared without making noise. The rock impacted the ground behind him with a satisfying knock, immediately drawing the flustered guards' attention just in time for him to slip past them and continue padding up the hill.

As Guthnur ran, he considered his situation. He hadn't exactly been in a position or state of mind to converse with the other prisoners, but he could occasionally hear the wardens muttering to each other while on their shifts, and one topic in particular had occasionally caught his attention: escape. Prisoners had escaped the Pit, he had heard. It wasn't much, obviously, but it was proof that what he was attempting was possible. He didn't even know how much farther he had to go before reaching his goal, or how many more guards he had to evade (or even how many were on duty at any given time), but he knew that it was at least theoretically-possible, and that was better than nothing. He pushed forward with determination, forcing his frail body to keep going; he stepped carefully up the slope, unable to see his surroundings, only knowing that, so long as he kept going uphill he would, eventually, reach the exit. It occurred to him that it would likely be under guard, but he would cross that bridge when he got to it. More than once, he would take a step only for his foot to plunge into thin air, and then he'd reel backwards from the edge only just in time; at no point during the Pit's dual existence had anyone thought to install guardrails, or generally put anything in between the sloping walkways and a sudden, bone-shattering tumble to the next level down.

Suddenly, Guthnur caught sight of a light coming down the path towards him, and his stomach twisted up; one of the guards was approaching, each clanking footstep sending them closer to his location, and there wasn't anywhere to run. He glanced behind himself; in the distance, he saw three small lights -- likely belonging to the guards he'd left behind earlier -- heading slowly up the slope after him. He wasn't eager to move closer to them. He felt panic clouding his mind, and scuttled towards the steep rock shelf on the outside, pressing himself against it instinctively. Then, an idea occurred to him. He felt his way along the rock face until he found an outcropping just barely large enough to conceal himself behind. He flattened himself into it, wishing he could somehow melt into the stone.

For a time, Guthnur could see nothing, the only noise being the pounding of his heart. The scream of a tortured prisoner -- female -- echoed through the cave.

However, a pair of metal boots clanking against stone soon intruded on the uneasy silence, making Guthnur's heart race further. He tensed; he would only have one shot at this. The dim glow of a torch crept in from around the outcropping, leaving Guthnur in shadow, and also incidentally revealing just how precariously-narrow the pathway was; there was only about twelve feet between where Guthnur was hiding and a sharp drop down to the level below. Guthnur gritted his teeth; he supposed, if nothing else, he might be able to slide down the steep incline in a controlled manner as a last-ditch escape.

The footsteps grew closer and closer until, finally, a metallic fist holding a torch came into Guthnur's view around the outcropping. He held his breath, waiting for his opportunity.

The instant Guthnur saw the guard's face, he quite literally sprang into action, propelling himself away from the rock face and slamming into the guard with what little force he could muster, which admittedly wasn't much; however, the guard was not expecting the assault, and shouted in surprise as Guthnur shoved him away, causing him to drop the torch in the process. The guard staggered away sideways from the force, the weight of his armor and his unstable footing causing him to tip, then fall...

...Into empty space. Guthnur winced as the guard plummeted down over the edge of the walkway, his armor banging and clanging as he tumbled down the slope in a brutal manner; there were a few unpleasant cracking noises, and Guthnur was willing to wager that the guard did not survive the fall. He closed his eyes for a moment to steady his nerves, then quickly picked up the torch and threw it out into the void as hard as he could; it sailed away in an arc and fell down, down through the darkness to the bottom of the Pit. Well, there's that dealt with, he thought.

Just then, another idea occurred to Guthnur. Smuggling his way out of the pit would be rather-difficult, what with the readily-obvious brand on his forehead and all, and he felt that he might have stumbled upon a solution. He glanced down the slope at the three approaching torches -- their owners having now broken out into a full run -- dropped down onto all fours, and quickly felt his way towards the inner edge of the walkway with his hands, after which he very carefully turned around and backed his legs down the slope until he was hanging from the edge by his fingertips. He took a deep breath, closed his eyes tightly, then let go, his stomach clenching as he plunged down through the darkness; he pressed his body against the slope in a futile attempt to slow his fall, small edges and irregularities clawing painfully into his flesh as he went.

Suddenly, solid ground slammed up into his legs at full force; there was an alarming crunching sensation in his ankles accompanied shortly afterwards by intense pain. Guthnur slumped roughly onto his knees, his eyes watering, then struggled to a squatting position and quickly tested out his legs, padding them to and fro; nothing seemed broken or otherwise incapacitated, but he definitely would be feeling the consequences of that injury for quite some time.

Right then, thought Guthnur; he dropped onto his hands -- the dust and grime smarting against the cuts covering his palms; he'd have to clean them as soon as he could -- and quickly felt the ground around himself, investigating the area until he happened upon his target -- the prone body of the guard. There was no movement, no reaction when Guthnur touched him. He felt for the guard's head and gave it a shake; it lolled back and forth with a revolting crunch, and he could feel some distinct dents in the skull through the warm, wet hood. Guthnur grimaced; his military career had inured him to violence and gore, but playing with the corpses was a whole new realm of depravity which he had been quite fine with not partaking in. No getting around that now, however; with all his strength, Guthnur hoisted the guard's heavy body up and began to hurriedly remove his armor and clothing, piece by piece -- breastplate, paulds, chainmail, gauntlets, boots -- no helmets, not much call in a prison facility full of unarmed detainees -- and also his shirt, trousers, and hood, wincing slightly at the numerous damp, sticky patches covering the fabric, and how the guards' limbs flopped about aimlessly in unnatural ways as he worked the clothing off of them. He worked in haste; he could hear the other guards' shouts echoing in the distance as he worked. They'd realised by now that this wasn't an ordinary escape attempt -- this prisoner was [special], even if they weren't aware of his recent kill.

Guthnur threw the guard's soiled shirt and hood onto himself, jumped into the trousers which felt as though they'd have been a size or two too small even if he wasn't terminally-emaciated, and fastened the armor onto himself as quickly as dwarvenly possible, after with he stood up unsteadily, the weight of the armor which he had once been so used to -- almost fond of -- feeling foreign and awkward to him after so many countless moons trapped in here. His general lack of anything resembling health and his rapidly-swelling ankles weren't helping. In any case, Guthnur could feel that his new ensemble was ill-fitting, and he was willing to bet that whatever bodily fluid currently staining them would be readily-visible, but he'd cross that bridge when he got to it. The guards wouldn't be paying him any mind anyways -- they were looking for a unclothed prisoner, not someone in full armor. If anyone asked why he was leaving, he'd just tell them that his shift ended -- he doubted any of the guards actually knew each other or paid each other any mind, not in a place like this.

Guthnur turned and ran -- or rather strolled -- up the slope as fast as he could possibly carry himself, his legs aching. He was so close to freedom he could almost smell it. It was significantly-different going up now; the prisoners in the cells quieted at the sound of his boots, and he felt secure now, no longer exposed to the elements and to enemy detection, but safe behind a veil of metal and cloth. He felt steel, real courage, enter his heart again, for the first time in a lifetime, and though his body was still frail, his palms bleeding, and his injured ankles were screaming bloody murder, he pressed onwards up the slope towards freedom with renewed determination. A few guards tilted their head at him questioningly as he passed them, but they said nothing, and Guthnur simply nodded and strolled past without incident. Perfect, he thought; at this rate, he was as good as out of here already. He kept walking, walking, further and further up the slope, leaving more and more of this purgatory behind him. He nearly stumbled straight off a ledge in the pitch darkness multiple times, but this did nothing to discourage him or slow his pace. Nothing would. He was nearly out.

Finally, he could see it, up the slope in the distance ahead of him, slightly to the right. A blinding shaft of light -- real, honest fungus-light, not the pathetic mockeries they used in here -- erupting from a roughshod hole carved into the cavern wall. The exit. Freedom. Guthnur redoubled his pace up the remainder of the spiral, his insides tingling as he drew closer and closer to the world he'd been cast down from. His eyes smarted as he drew close to the shaft of light which felt so foreign to him after so much time spent stagnating in the dark. Finally, he crested the top of the slope, gasping and puffing for breath through the filthy hood; there was a landing up here roughly the size of a decent-sized dining hall, with a small wooden table off to the left surrounded by stools. A guard was sitting in one, his head resting on the table, likely napping.

Guthnur stared into the light pouring from the exit, his atrophied eyes unable to make out anything but a shining, featureless bluish circle in a sea of darkness, and stepped forward, his entire body shaking. Suddenly, two spears shot out from the darkness to either side, blocking the way; they were followed by two guards -- one tall and burly, the other rather smaller, scrawnier. Guthnur flinched, if only because he wasn't expecting it.

One of the guards, the tall one, spoke, his voice surprisingly thin and weak. "What are you doing?" he demanded; "Has the prisoner been caught?"

Guthnur's mouth flapped uselessly under the hood for a few moments, as he desperately tried to remember how to speak.

"Y-yes," he finally stammered out; "There were setbacks, but the prisoner has been apprehended and dealt with." He wasn't entirely sure what they did to escapees, so he decided to keep it general. Guthnur motioned towards the exit, willing his hand to stop shaking; "Now, [if] you please, my shift already ended some time ago." His voice was hoarse and dry, but it was still that of Sergeant-General

Guthnur Libashlist, and carried with t an unmistakeable tone of authority. The guards' military training immediately kicked in unbidden, causing them to reflexively nod and stand aside before they even fully realised they were doing so. Guthnur nodded at them both and strode forward into the light, his face stretched into a grinning rictus under his hood. He could hardly believe in his gut how [close] he was. Just a few more steps, and he'd be just another off-duty guard. The light embraced him as he walked through the exit, blinding him with its brilliance as he returned to the world of the living.

At this point, a clarification would likely be helpful. It was mentioned earlier that Guthnur's odds of escaping were surprisingly-high. This was true. However, this should not have been taken as implying anything about his chances once he had left the Pit.

Guthnur squinted, his eyes watering from being forced to handle levels of light they hadn't been exposed to for years; however, he soon could make out his surroundings, and what he saw made his stomach freeze over. He appeared to be standing in a barracks of some sort; a long, smoothly-polished stone dining table was set to the right, with a couple guards sitting at it on obsidian seats, and a sparring area was to the left. Various weapons and armor were on racks set against the smoothed stone walls. Small fungus-lanterns hung from the walls, bathing the room in a soft, clear blue light.

However, Guthnur was most concerned with what was directly in front of him. A guard; not a prison guard, but one of the Royal Guard itself, their full steel armor -- inlaid with cobaltite pine trees -- gleaming brilliantly in the light, was standing before him, in front of a marble doorway -- blocking off his escape route. On each side of them was another, monstrous guard, far larger and bulkier than any normal dwarf, encased in strange -- but terrifyingly-familiar -- sky-blue armor; unbidden memories replayed in Guthnur's mind at the sight of them, memories of the fateful day on which this nightmare had began -- a nightmare which, Guthnur realised with creeping terror, he had not nearly woken up from.

The royal guard pointed at Guthnur accusingly and stepped towards him. "Name? Rank?" she -- for it was a female voice -- demanded. The monsters stepped forward in unison next to her, forming a wall of metal; an eerie red gleam pierced the slits in their helmets, just as Guthnur remembered from the last time. The guards sitting at the table put their heads down, their shoulders hunched, as though shutting out what was happening.

"Uh-- um--" coughed Guthnur, his bravado instantly liquefying and trickling out of his feet like a happy dream. The royal guard, clearly unimpressed with his response, reached forward with her steel-clad hand; Guthnur's innards fluttered as she whisked away the hood covering his face. The symbol on his forehead was all she needed to see. She nodded at something behind Guthnur; moments later, he felt the familiar sensation of two enormous hands enveloping each of his arms, afterwards shoving and pinning them roughly behind his back as though he was in one of the devices back in the Pit. There was an agonising popping noise as one of Guthnur's shoulders wrenched out of its socket; he shouted involuntarily, his eyes watering from the pain. He scuffed around on the ground with his feet, desperately trying to find purchase on the stone, but it was no use; he may as well have been shackled directly to a wall.

"This one's more trouble than it's worth," she grunted; she turned away and tapped on the armor of each of the monstrous guards at her sides. "Dispose of it," she said lazily as she walked away, as though Guthnur was a chicken bone to be thrown away. The monsters nodded in acknowledgement, a deep chuckle rumbling out of one of them -- its armor distorting the noise into a hellish shuddering -- as they stepped forward and wrapped their freakish, leather-gloved hands around Guthnur's head, blocking his vision once more.

Guthnur emitted a muffled, agonised yell as they squeezed, flailing his legs helplessly like a trapped insect. There was a terrible, thunderous cracking, and

E: Er, not to be a drip, but am I somehow irritating people by posting these? I note that the thread seems to kind of go silent sometimes after I post a story .-.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 18, 2015, 04:49:37 am**

That was an excellent story, Frog :3~<

Also; sorry again for the lack of update, ol' Thermonuke decided to run DF at a measly 2 FPS today, so *literally nothing* has happened. Hopefully it'll run smoother tomorrow, or Friday if Uni gets in the way again.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 19, 2015, 01:37:36 am**

Quote from: Lolfail0009 on November 18, 2015, 04:49:37 am

That was an excellent story, Frog :3~<

Also; sorry again for the lack of update, ol' Thermonuke decided to run DF at a measly 2 FPS today, so *literally nothing* has happened. Hopefully it'll run smoother tomorrow, or Friday if Uni gets in the way again.

Considering the fact that we are drowning in FPS issues and most of us have other things to do anyways around this time of year, I really don't care how long it takes you to do the update as long as you keep us posted every couple days or so. Like, if your next five posts here are literally just copy/pasted "I played a couple hours but didn't make much progress" I honestly wouldn't care.

That said, it might be best to do micro-updates a la cherry-hearts' turn for the sake of getting *something* out.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 21, 2015, 12:24:28 am**

Welp.

Spoiler (click to show/hide)
Zetta died and I have no clue how. She apparently died a while ago, I assume fighting a tantrumming dwarf? I dunno, but I'm redorfing one of the others as her for the sake of the story.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 21, 2015, 01:06:58 am**

Quote from: Lolfail0009 on November 21, 2015, 12:24:28 am

Welp.

Spoiler (click to show/hide)
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MYSTERY! INTRIGUE! ~~GRADUAL EXTINCTION OF THE FORT!!~~

As long as things are at least *happening*, I'm okay. How's the FPS holding up?

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 21, 2015, 01:23:59 am**

Quote from: Mr Frog on November 21, 2015, 01:06:58 am

Quote from: Lolfail0009 on November 21, 2015, 12:24:28 am

Welp.

Spoiler (click to show/hide)
Zetta died and I have no clue how. She apparently died a while ago, I assume fighting a tantrumming dwarf? I dunno, but I'm redorfing one of the others as her for the sake of the story.

MYSTERY! INTRIGUE! ~~GRADUAL EXTINCTION OF THE FORT!!~~

As long as things are at least *happening*, I'm okay. How's the FPS holding up?

Sticking around high twenties now. Thermonuke must've just been overheating the other time.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Mr Frog** on **November 21, 2015, 01:43:33 am**

Quote from: Lolfail0009 on November 21, 2015, 01:23:59 am

Quote from: Mr Frog on November 21, 2015, 01:06:58 am

Quote from: Lolfail0009 on November 21, 2015, 12:24:28 am

Welp.

Spoiler (click to show/hide)

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Sticking around high twenties now. Thermonuke must've just been overheating the other time.

This talk of double-digit FPS is making my laptop feel terribly insecure. *pets it reassuringly*

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Lolfail0009** on **November 21, 2015, 02:45:15 am**

Quote from: Mr Froq on November 21, 2015, 01:43:33 am

Quote from: Lolfail0009 on November 21, 2015, 01:23:59 am

Quote from: Mr Frog on November 21, 2015, 01:06:58 am

Quote from: Lolfail0009 on November 21, 2015, 12:24:28 am

Welp.

Spoiler (click to show/hide)

Zetta died and I have no clue how. She apparently died a while ago, I assume fighting a tantrumming dwarf? I dunno, but I'm redorfing one of the others as her for the sake of the story.

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As long as things are at least *happening*, I'm okay. How's the FPS holding up?

Sticking around high twenties now. Thermonuke must've just been overheating the other time.

This talk of double-digit FPS is making my laptop feel terribly insecure. *pets it reassuringly*

I'd imagine that if my laptop could directly contact yours, it would also reassure it and claim something about the cold being good for it.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Somehow**

Post by: **Lolfail0009** on **November 21, 2015, 06:24:35 am**

My laptop has kicked the bucket and its charger smells of molten solder. Tomorrow is the backup, Monday I get a new one; fortress progress will be delayed a couple of days.

Guess it was just saying goodbye w/ the high FPS.

Quote from: Lolfail0009 on November 21, 2015, 06:24:35 am

My laptop has kicked the bucket and its charger smells of molten solder. Tomorrow is the backup, Monday I get a new one; fortress progress will be delayed a couple of days.

Guess it was just saying goodbye w/ the high FPS.

I'm intensely-pleased that we can add an actual, physical computer to our body count.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Somehow**

Post by: **Lolfail0009** on **November 21, 2015, 10:41:04 pm**

Quote from: Mr Froq on November 21, 2015, 03:41:10 pm

Quote from: Lolfail0009 on November 21, 2015, 06:24:35 am

My laptop has kicked the bucket and its charger smells of molten solder. Tomorrow is the backup, Monday I get a new one; fortress progress will be delayed a couple of days.

Guess it was just saying goodbye w/ the high FPS.

I'm intensely-pleased that we can add an actual, physical computer to our body count.

Not gonna lie, one would've succumbed sooner or later~

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Lolfail0009** on **November 24, 2015, 11:20:55 pm**

This laptop took longer to set up than I thought, and schoolwork reared its ugly code-filled head again, but I should hopefully be able to finish my turn over the weekend, including writeups.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Splint** on **November 24, 2015, 11:45:36 pm**

Dwarves killed by environment, invaders, and madness: Who the fuck knows or cares anymore.

Computers fried by Fort: 1. Even Real Life isn't safe.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**

Post by: **Taupe** on **November 25, 2015, 12:09:06 am**

Quote from: Lolfail0009 on November 24, 2015, 11:20:55 pm

This laptop took longer to set up than I thought, and schoolwork reared its ugly code-filled head again, but I should hopefully be able to finish my turn over the weekend, including writeups.

Because you ran out of dwarves, or months...?

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 25, 2015, 02:24:46 am**

Quote from: Taupe on November 25, 2015, 12:09:06 am
Quote from: Lolfail0009 on November 24, 2015, 11:20:55 pm
This laptop took longer to set up than I thought, and schoolwork reared its ugly code-filled head again, but I should hopefully be able to finish my turn over the weekend, including writeups.
Because you ran out of dwarves, or months...?

Yes.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 25, 2015, 08:50:30 pm**

Quote from: Lolfail0009 on November 25, 2015, 02:24:46 am
Quote from: Taupe on November 25, 2015, 12:09:06 am
Quote from: Lolfail0009 on November 24, 2015, 11:20:55 pm
This laptop took longer to set up than I thought, and schoolwork reared its ugly code-filled head again, but I should hopefully be able to finish my turn over the weekend, including writeups.
Because you ran out of dwarves, or months...?
Yes.

I'm just gonna go ahead and take this as an excuse to get started on the modding work for the next fort.

Also,

Quote from: Splint on November 24, 2015, 11:45:36 pm
Dwarves killed by environment, invaders, and madness: Who the fuck knows or cares anymore. Computers fried by Fort: 1. Even Real Life isn't safe.

This is going in the quote bank

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 28, 2015, 02:47:24 pm**

(McBump)

Eyyyy Lolf how're the computer woes treating you

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 28, 2015, 06:58:51 pm**

Quote from: Mr Frog on November 28, 2015, 02:47:24 pm
(McBump)
Eyyyy Lolf how're the computer woes treating you

As a matter of fact, I *finally* got the fort to load like five minutes ago

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 28, 2015, 08:50:38 pm**

Quote from: Lolfail0009 on November 28, 2015, 06:58:51 pm
Quote from: Mr Frog on November 28, 2015, 02:47:24 pm
(McBump)
Eyyyy Lolf how're the computer woes treating you
As a matter of fact, I <i>finally</i> got the fort to load like five minutes ago

Good to know that the fort isn't *completely* pooched yet. I was worried for a moment. ~~I expect you to rectify this error with all due haste.~~

E: In all seriousness, though, do try to get through your entire turn; I want at least one more person to experience the soul-crushing purgatory that our fort has become.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 29, 2015, 12:51:32 am**

Quote from: Mr Frog on November 28, 2015, 08:50:38 pm
Quote from: Lolfail0009 on November 28, 2015, 06:58:51 pm
Quote from: Mr Frog on November 28, 2015, 02:47:24 pm
(McBump)
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E: In all seriousness, though, do try to get through your entire turn; I want at least one more person to experience the soul-crushing purgatory that our fort has become.

Well, I am currently in late Spring with a super-60 FPS, so it should be done before the sun goes down over this sunburnt country

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 29, 2015, 01:30:22 am**

Quote from: Lolfail0009 on November 29, 2015, 12:51:32 am
Quote from: Mr Frog on November 28, 2015, 08:50:38 pm
Quote from: Lolfail0009 on November 28, 2015, 06:58:51 pm
Quote from: Mr Frog on November 28, 2015, 02:47:24 pm
(McBump)
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Well, I am currently in late Spring with a super-60 FPS, so it should be done before the sun goes down over this sunburnt country

> >60FPS

Did most of the demons die or did your new laptop come from CERN? Holy fuck.

Title: **Re: (34.11 Succession) Clobbermountains -- Turning Point**
Post by: **Lolfail0009** on **November 29, 2015, 02:22:51 am**

ELECTROLYSER'S DIARY: WINTER 209 - SUMMER 210

5TH TIMBER 209

Diary you would not believe the day I've had... I think some of the cave moss or something got into the still and I woke up in a completely different bed than normal. Maybe I got lucky or something. Hope it was with Tun.

Also saw something in my dream last night... Something big, and loud, and bad for the environment, and we used to to force our way to the surface by calling everything else underneath and then obliterating it... I need to draw some plans~

16TH TIMBER 209

I hear chittering coming from above. Kobolds, by the sou-- Well, they WERE kobolds, I think.



1ST MOONSTONE 209

By Tumam, it's cold. Winter's here.

Realised that we have no wood to use... nor an axe! I had to go dismantle a weapon trap protecting from the east to get an axe so one of the guys could get to work while I Oversee.

13TH MOONSTONE 209

Replaced the weapon trap with cage traps, but nobody was making any cages with our fresh new wood! I started making them myself before Tun came over and took over for me so I could focus on this shitpile. Nice girl, she is.

15TH MOONSTONE 209

Some asshole ghost was an asshole to one of the assholes. Fikod, I think. Couldn't pay much attention; the asshole ghost got to me too and I've been dizzy for hooooours

21ST MOONSTONE 209

Passed out in the mech shop. Tun came up to me and ordered me to go on break to sleep and eat and stuff. To quote her, "As your Mayor, Miss Electrolyser, you need to respect the system we have and take a rostered break. As your friend, please take a damn break, Z!"

Nice to know someone cares.

26TH MOONSTONE 209

Lokum started going by DolosusDoleus. Whatever helps him cope; we all need outlets to deal with... this. You can't see, Diary, but I'm gesturing to this damn cave and especially to the point where the screams from outside are loudest.

18TH OPAL 209

[The page is covered with sketches of siege equipment overlaid on diagrams of what appears to be a mining project. At the top is scrawled "INDUCTION COIL", and at the bottom is written more cleanly "Going to help mine. Gonna be great when it's done <3"]

16TH OBSIDIAN 209

Oh, by Tumam, it's them. I hear the screeches, and I know that they're not even SCREECHING yet. It's those banshee things. I'll leave you here, Diary; I'm going to pray.



17TH OBSIDIAN 209

I think Tumam heard me, because it sounded like justice was served on a rose gold platter with a hearty ale in a devil bone mug!



7TH GRANITE 210

[The following entry is written in a different style to all the others]

Zetta,
When you read this, know I'm glad that that accident wasn't so bad that you required any medical help. But, it shows that even though you're powering through each day you're a mere slip away from falling unconscious from exhaustion. Please, for the love of the gods, take care of yourself, Z!
-Tun

PS. Totally was. ||-|-|||||||/|||||||/|||||

9TH GRANITE210

Oh no...
...Oh yes

24TH SLATE 210

Been busy working on the Induction Coil, but I hear dwarven screams now.
I give them two days.

25TH SLATE 210

One day off. I was close, though.

12TH FELSITE 210

The mushrooms glow again. More elves are here to trade.

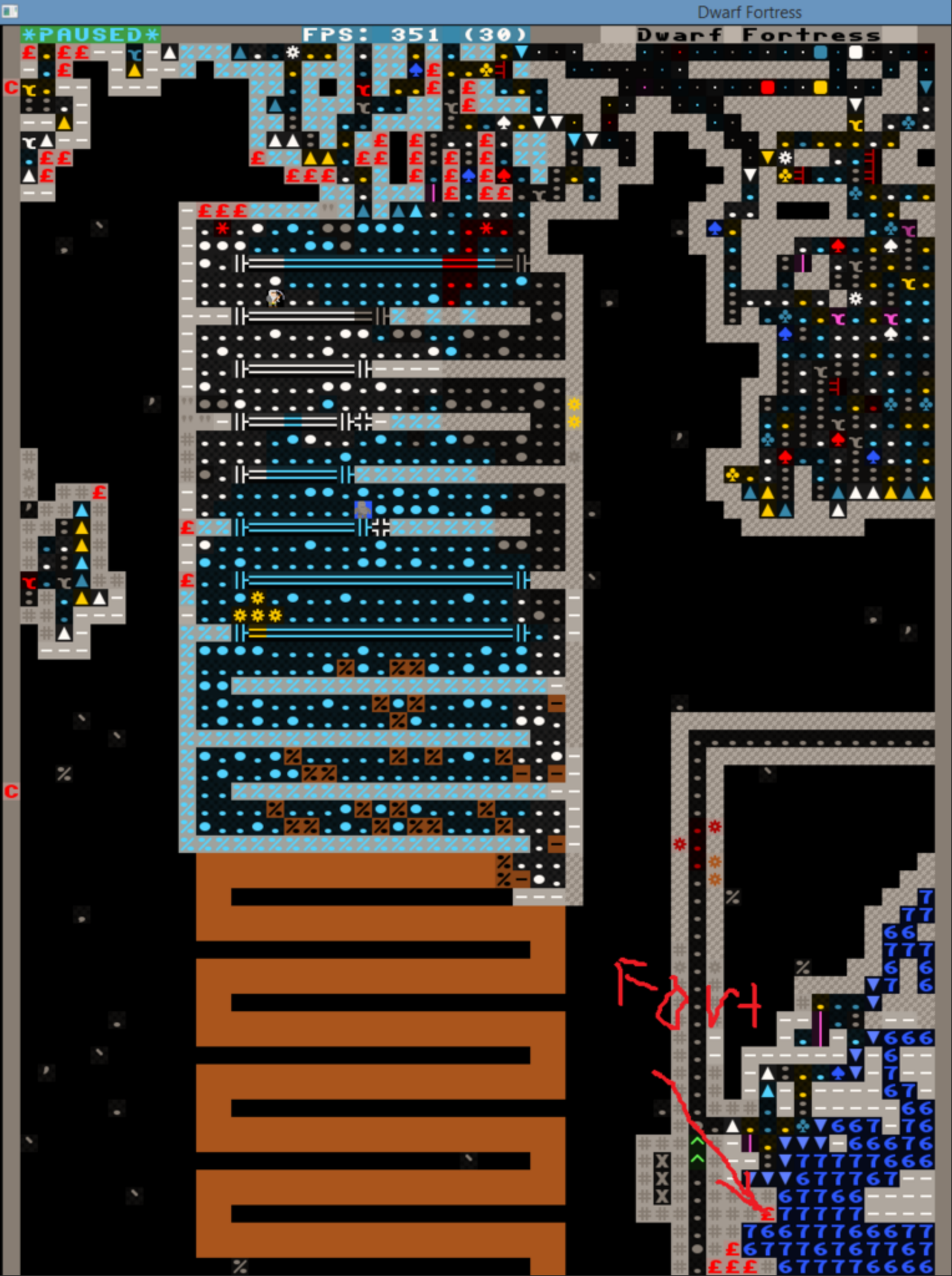
16TH FELSITE 210

Mushrooms stopped glowing.

1ST HEMATITE 210

Summer's here already? And I was just getting started on the Induction Coil! I still need to get the fortifications carved, the catapults and ballistae made...

I'll tell the next Overseer how to place them.
[A sketch of four ballistae and several catapults compared to a fortified wall. The wall extends beyond the ballistae by one metre on each side, and each ballista has a one metre gap between them. The catapults are set behind the ballistae in three rows and are packed so tightly that there is no room]
Now, to remember all that... And to finish this part off myself:



Christ and Azazel, that took forever! Soo sorry about the Uni and the computer death '^^ Here's the save
(<http://dff.d.bay12games.com/file.php?id=11300>)

Ninja'd: What can I say, technology loves me until the end~

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Mr Frog** on **November 29, 2015, 03:26:12 am**

Well, that was *incredibly* prompt. Bravo!

I am pleased to see that we have new additions to the ever-growing mountain of corpses strewn about the outside. How are our chthonic compadres on the surface doing in terms of numbers?

My concern with the ballista range is that if we're all knocked out by banshees it'll be almost, but not entirely, impossible to man them. What numbers are they typically showing up in for sieges?

Will be PMing the next guy presently.

(Also, since some people may be confused: yes, Lolfail does appear to have been using a basic graphics set of some kind, but since it doesn't look like it's actually tampered with the display characters in the raws I'm cool with. Still, if we end up with graphical weirdness after this there will be hell to pay :))

E: melkor hasn't been active for something like 3 weeks, so I've skipped him and sent a message to biggestcheesemaker.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 29, 2015, 03:53:51 am**

Quote from: Mr Frog on November 29, 2015, 03:26:12 am

Well, that was *incredibly* prompt. Bravo!

A perfect 72 FPS will do that~

Quote from: Mr Frog on November 29, 2015, 03:26:12 am

I am pleased to see that we have new additions to the ever-growing mountain of corpses strewn about the outside. How are our chthonic compadres on the surface doing in terms of numbers?

Sometimes it seems like a mere couple, sometimes a couple scores

Quote from: Mr Frog on November 29, 2015, 03:26:12 am

My concern with the ballista range is that if we're all knocked out by banshees it'll be almost, but not entirely, impossible to man them. What numbers are they typically showing up in for sieges?

They showed up with about sixteen at the last siege; I was counting on the spawn decimating them on the way down, as the plan is to make the Induction Coil the only way in through the surface; EVERYTHING would go through there.

Quote from: Mr Frog on November 29, 2015, 03:26:12 am

(Also, since some people may be confused: yes, Lolfail does appear to have been using a basic graphics set of some kind, but since it doesn't look like it's actually tampered with the display characters in the raws I'm cool with. Still, if we end up with graphical weirdness after this there will be hell to pay :))

It's actually the tileset linked in your sig '^'^ But yeah, I can't stand the rectangular tiles, so I went for a pack that allegedly didn't mess with the graphics afterwards.

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Post by: **Mr Frog** on **November 29, 2015, 04:05:06 am**

Quote from: Lolfail0009 on November 29, 2015, 03:53:51 am

It's actually the tileset linked in your sig '^'^ But yeah, I can't stand the rectangular tiles, so I went for a pack that allegedly didn't mess with the graphics afterwards.

> Implying I wouldn't immediately notice that you're using my tileset and immediately split into a massive grin
> Implying I'm not a massive megalomaniac hiding under a poor imitation of normal human behaviour

You're cute sometimes, Lolf.

If by "sixteen" you mean sixteen squads (which is the only interpretation that makes sense to me right now), then yeah, that's *definitely* enough to lock us down if they get a chance to scream... hm. I'd say our next move after we get that trap set up should be to figure out *some* way of getting migrants into the fort should they arrive (although given the level of dwarven bloodshed we've managed to achieve in the past couple years, that will likely occur quite far in the future, if at all). We need extra bodies to soak up the screams if worst comes to worst.

Title: **Re: (34.11 Succession) Clobbermountains -- Everything Is Proceeding Smoothly**
Post by: **Lolfail0009** on **November 29, 2015, 05:12:53 am**

Quote from: Mr Frog on November 29, 2015, 04:05:06 am

Quote from: Lolfail0009 on November 29, 2015, 03:53:51 am

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You're cute sometimes, Lolf.

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Actually, I meant sixteen... total. Sixteen units. Probably two or three squads, if I recall correctly.

Also, we *did* get migrants but they were decimated

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **November 29, 2015, 05:19:31 am**

blinks

Wow. Only sixteen banshees, period? What the what? ...Are siege numbers directly linked to fortress population? I was under the impression that they continuously escalate... weird. What about the other sieges? Did they come in similarly-low numbers?

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Lolfail0009** on **November 29, 2015, 05:35:51 am**

Quote from: Mr Frog on November 29, 2015, 05:19:31 am

blinks

Wow. Only sixteen banshees, period? What the what? ...Are siege numbers directly linked to fortress population? I was under the impression that they continuously escalate... weird. What about the other sieges? Did they come in similarly-low numbers?

I don't know; I got the message and left them to the Spawn. Really, those sieges are to our fort what zinc is to steel; a means of keeping rust off. Sixteen might be a tad low, though, but they died all the same.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **DolosusDoleus** on **November 29, 2015, 01:23:06 pm**

Wooooooooo!!! All fortress operations are up again!

Also: How the hell did you get to 72 fps? Are you some sort of wizard? I can never get my fps past 40 ._.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **mikethete** on **November 29, 2015, 04:38:01 pm**

I think the game feels bad for what it did before, that or hell has finally frozen over

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **November 29, 2015, 07:19:47 pm**

Quote from: mikethete on November 29, 2015, 04:38:01 pm

that or hell has finally frozen over

Don't think we've reached that stage of a fortress's development yet. I'm not sure if we can even get ice blocks here.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Lolfail0009** on **November 29, 2015, 08:32:13 pm**

Quote from: DolosusDoleus on November 29, 2015, 01:23:06 pm

Also: How the hell did you get to 72 fps? Are you some sort of wizard? I can never get my fps past 40 ._.

Laptop knows what it can do, I guess. i5 5200U processor is clearly the best

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **TheBiggerFish** on **November 29, 2015, 09:49:03 pm**

Quote from: Mr Frog on November 29, 2015, 07:19:47 pm

Quote from: mikethete on November 29, 2015, 04:38:01 pm

that or hell has finally frozen over

Don't think we've reached that stage of a fortress's development yet. I'm not sure if we can even get ice blocks here.

Urge to sig... Rising....

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 01, 2015, 03:30:54 am**

biggestcheesemaker has been skipped due to lack of response. A PM has been sent to Crashmaster.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Crashmaster** on **December 01, 2015, 09:53:29 pm**

Downloaded. High priority hot tubbing first then I'll take a look once my brain is thoroughly overheated and under enough influences to make sense of it all.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 01, 2015, 10:58:57 pm**

Quote from: Crashmaster on December 01, 2015, 09:53:29 pm

Downloaded. High priority hot tubbing first then I'll take a look once my brain is thoroughly overheated and under enough influences to make sense of it all.

Groovy. Welcome to hell.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Crashmaster** on **December 03, 2015, 12:11:40 am**

So far so great. Migrants arrived despite the danger and spawned right near a <*bismuth bronze pick*> near a dead elven pack animal. Walls in the caverns would be nice. Coffins and slabs were more important then whatever was getting smoothed since there was already one ghost-murder dropping us to 9 dwarves before the migrants.

Needed dfhack tweak fixmigrant to get the third arrival to move.

Also do not feel certain there is absolutely no remaining link between us and the lost areas of the fort.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 03, 2015, 12:49:24 am**

Quote from: Crashmaster on December 03, 2015, 12:11:40 am

So far so great. Migrants arrived despite the danger and spawned right near a <*bismuth bronze pick*> near a dead elven pack animal. Walls in the caverns would be nice. Coffins and slabs were more important then whatever was getting smoothed since there was already one ghost-murder dropping us to 9 dwarves before the migrants.

Needed dfhack tweak fixmigrant to get the third arrival to move.

Also do not feel certain there is absolutely no remaining link between us and the lost areas of the fort.

Aww yeee, migrants. We are officially recovering from the Scourging, dudes.

Feel free to use dfhack as long as it's just to fix bugs (I'd actually forgotten about the migrant bug, lol)

Quote

Also do not feel certain there is absolutely no remaining link between us and the lost areas of the fort.

It's been over a year and nothing's managed to wander in, so I think we're good. I'm pretty sure I checked the cavern floor and ceiling thoroughly for other perforations -- not saying I *can't* have missed something, but it's not likely, and absolutely everything except for the top of the Spire, the farm, and the stonecrafting shop is newly-dug and has no connection to the old constructions.

Two things that I'm suspicious about are the tunnel under one of the cavern lakes to deliver water to the top of the Spire, since I'm not convinced the demons won't be able to break down the bridge blocking it off from the lakebed and, from there, the rest of the cavern, and the magma-mist contraption you built, since I'm fairly-sure it wasn't filled during my turn, but it seems to have mysteriously filled itself in the save Lolf uploaded (although I suppose the demons could have broken down a floodgate somewhere).

E: Also, I'm not sure what the hell kind of standards the game has for the higher ranks of fortress peril, since we literally had most of our entire 200-strong population plus at least one subsequent migrant wave get massacred and we're still getting the wimpy old "despite the danger" announcement :V We need to step up our game, people.

E2: Is His Gaudiness still alive?

E3: It just hit me with alarming clarity that our dwarves have spent the last year and a half cowering in a cavern and being picked off one by one by angry ghosts, all the while knowing that a massive horde of demons are lying in wait not a stone's throw away ready to rip them to shreds if they ever open a path out of their little bunker. That's pretty intense.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Crashmaster** on **December 03, 2015, 02:22:20 am**

Lol His Gaudiness was just steps behind when the mayor got ghost-bitchslapped out in the caverns. He was trying to attend a meeting with him. Still unhappy.

p.s. we're coffin neighbours Mr.Frog

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 03, 2015, 03:27:00 am**

Quote from: Crashmaster on December 03, 2015, 02:22:20 am

Lol His Gaudiness was just steps behind when the mayor got ghost-bitchslapped out in the caverns. He was trying to attend a meeting with him. Still unhappy.

p.s. we're coffin neighbours Mr.Frog

I'm sure your corpse is *thrilled* to be interred next to such a "heroic" leader :V

Quote

Lol His Gaudiness was just steps behind when the mayor got ghost-bitchslapped out in the caverns. He was trying to attend a meeting with him. Still unhappy.

Absolutely nothing would make me happier than if we became the fort that had demons rampaging through the fortress completely-unchallenged with no way to fight them but still somehow managed to not only survive and make a comeback, but keep the local ruler alive throughout the duration :V

Speaking of, please figure out which of the ghosts is killing our dudes and put the bastard down before they manage to commit regicide. His Gaudiness deserves a better end than at the hands of a PMSing poltergeist.

E2: Also, please redorf me as "Mr Frug" if possible. Male, no job preference, custom title: "Confused Tourist"

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Taupe** on **December 03, 2015, 10:46:11 am**

Im fairly confident that bridges are impervious to building destroyers. Thats the main advantage over a floodgate. (I know because the last time I built such a project the demons trashed the floodgates. This time it should be fine...)

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Crashmaster** on **December 03, 2015, 03:51:42 pm**

The mayor's death prompted a closer look at ghost busting already. We had slabs but I had to cancel the large smoothing project to get someone to start engraving them. There were about 5 migrants, a donkey foal and a duckling. I took one, Furg's another of the new arrivals (i think i'll make you the dwarf that bug-plugged the boarder).

Any other re-dorf re-requests? I don't want to re-name any of the fort's survivors though.

One month left in summer. I spent a whole month doing nothing but micro-ing the migrants. No progress on keeping us safe for the future :P

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 03, 2015, 04:05:01 pm**

Quote from: Taupe on December 03, 2015, 10:46:11 am

Im fairly confident that bridges are impervious to building destroyers. Thats the main advantage over a floodgate. (I know because the last time I built such a project the demons trashed the floodgates. This time it should be fine...)

The wiki indicates that they may only be immune on the side that they raise towards, but the wiki's been wrong before.

Quote from: Crashmaster on December 03, 2015, 03:51:42 pm

(i think i'll make you the dwarf that bug-plugged the boarder).

Quote

bug-plugged the boarder

It took me a bit to realise that this was an actual phrase that actually meant something and I wasn't just having a stroke or hallucinatory episode. This fort is clearly taking a greater toll on my sanity than I thought.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **DolosusDoleus** on **December 03, 2015, 06:57:34 pm**

Quote from: Mr Frog on December 03, 2015, 04:05:01 pm

Quote from: Taupe on December 03, 2015, 10:46:11 am

Im fairly confident that bridges are impervious to building destroyers. Thats the main advantage over a floodgate. (I know because the last time I built such a project the demons trashed the floodgates. This time it should be fine...)

The wiki indicates that they may only be immune on the side that they raise towards, but the wiki's been wrong before.

I don't think that's true, but if it is you can always dig a pit in front of the bridge.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 03, 2015, 07:10:30 pm**

Quote from: DolosusDoleus on December 03, 2015, 06:57:34 pm

Quote from: Mr Frog on December 03, 2015, 04:05:01 pm

Quote from: Taupe on December 03, 2015, 10:46:11 am

Im fairly confident that bridges are impervious to building destroyers. Thats the main advantage over a floodgate. (I know because the last time I built such a project the demons trashed the floodgates. This time it should be fine...)

The wiki indicates that they may only be immune on the side that they raise towards, but the wiki's been wrong before.

I don't think that's true, but if it is you can always dig a pit in front of the bridge.

Yeah, it probably isn't true, considering that the demons in the depot were sitting almost directly on top of a lowered bridge for a couple months and they didn't touch it :V

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Crashmaster** on **December 05, 2015, 09:16:57 pm**

Diary Of Mastercrasher Wiltedsmith; Late Hematite

This is badness. This is Clobermountains. We all hoped we were wrong but already knew we were only wrong to have come here.

The dead here tell many tales but none recently have died to dwarven weapons. This area is ruled by the spawn now. The fortress itself is as good as lost to us.

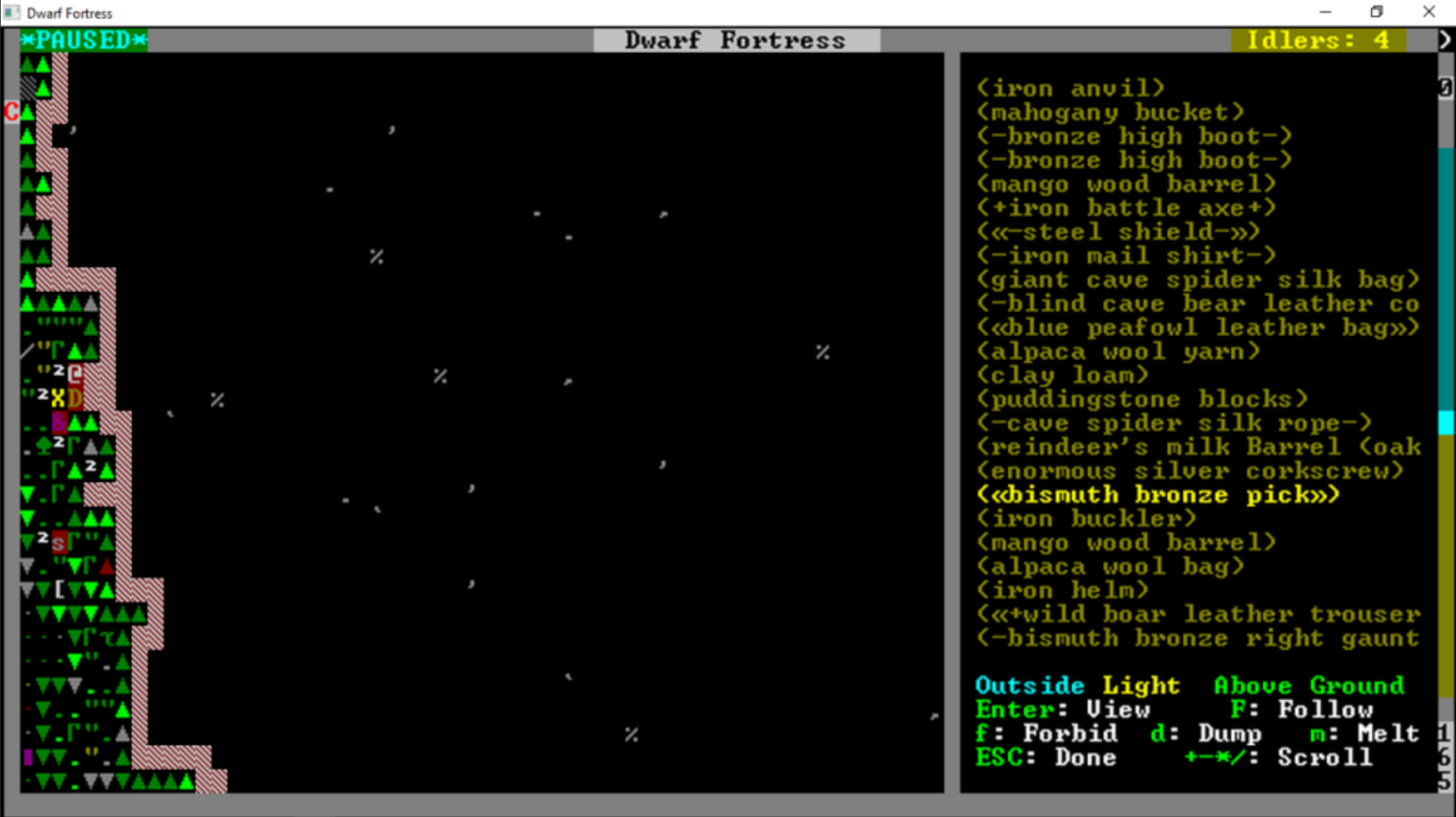
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/c1%2045_zpscw8ebifk.png.html)

Without supplies the group cannot survive the wild any longer. Thikut is inspecting the wreckage of an elven caravan ahead but Mr.Furg has stopped dead in the path staring backwards as red clouds fill up the jungle behind us.

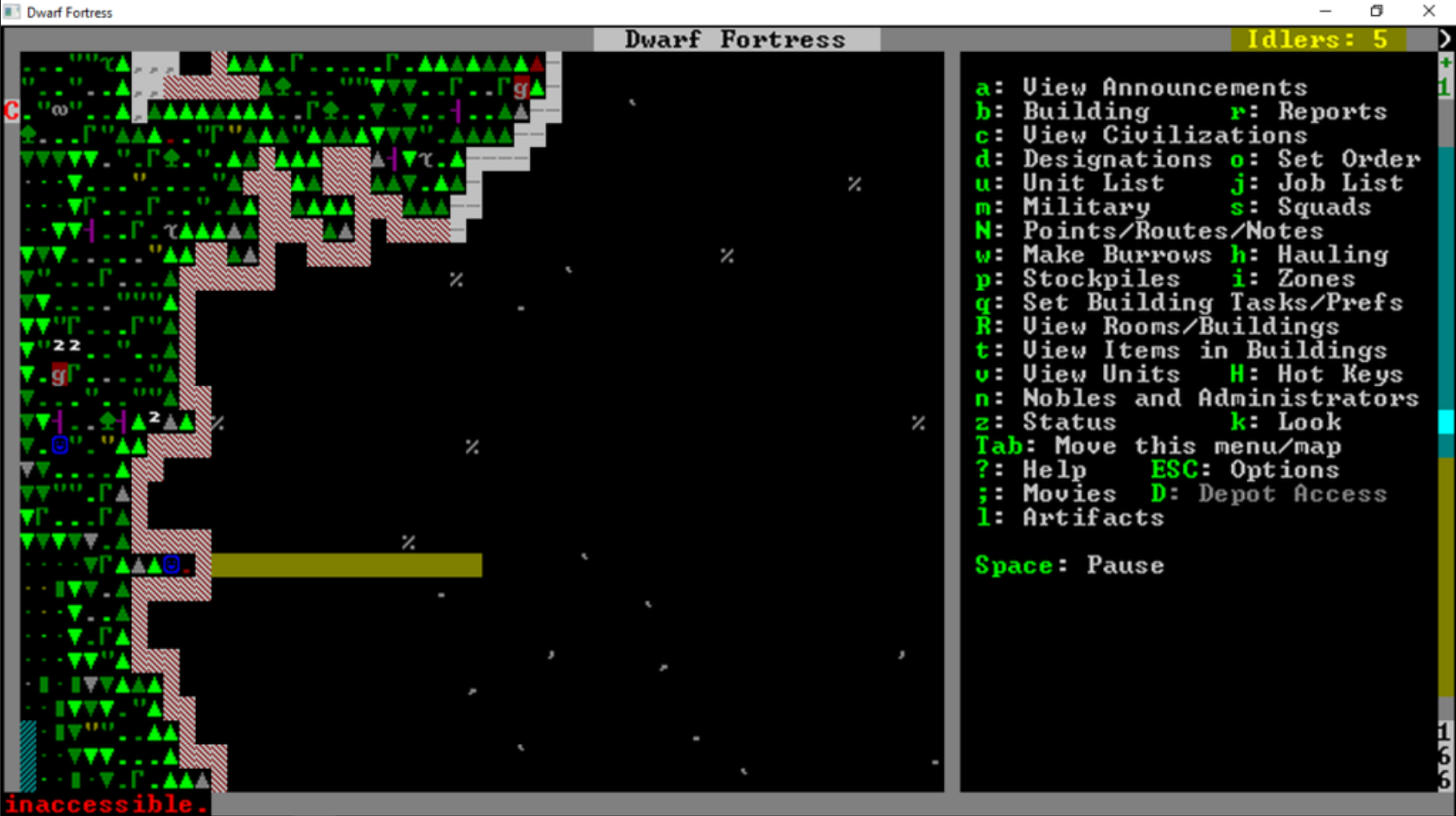
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/c2%2067_zpsssptm8za.png.html)

Thikut finds a pick and starts mining quickly though the silty clay loam. I quietly nudge Mr.Furg to get him moving to a meeting area a bit north of our hole without him seeing the trio of greater spawn south of us.

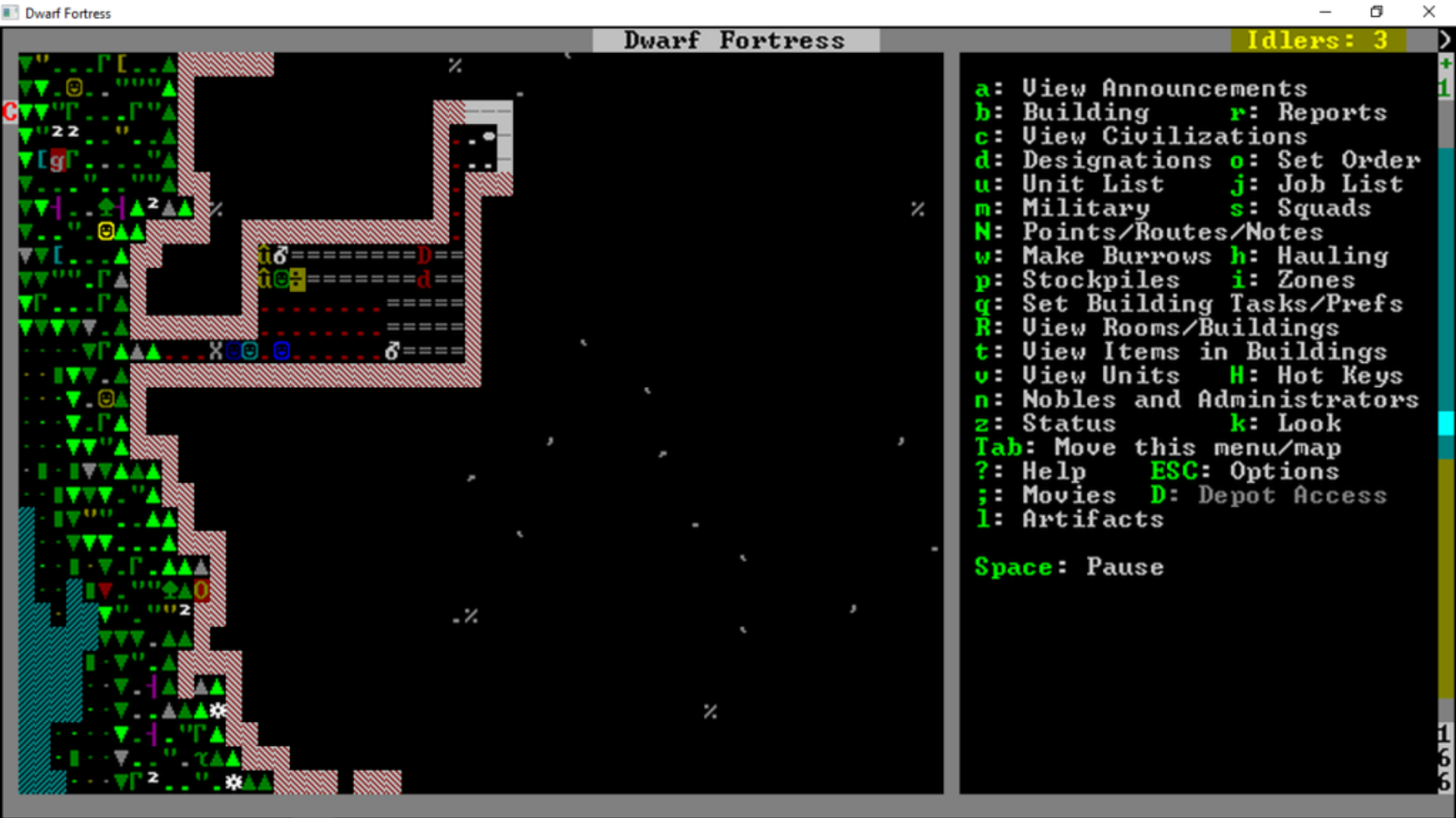
[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/c3%2068_zpsuqwqfomm.png.html)

Thikut has completed a moderate hole in the dirt that may be a home or a grave. We all rush to get some booze, the animals, the anvil and whatever else could be grabbed inside fast.

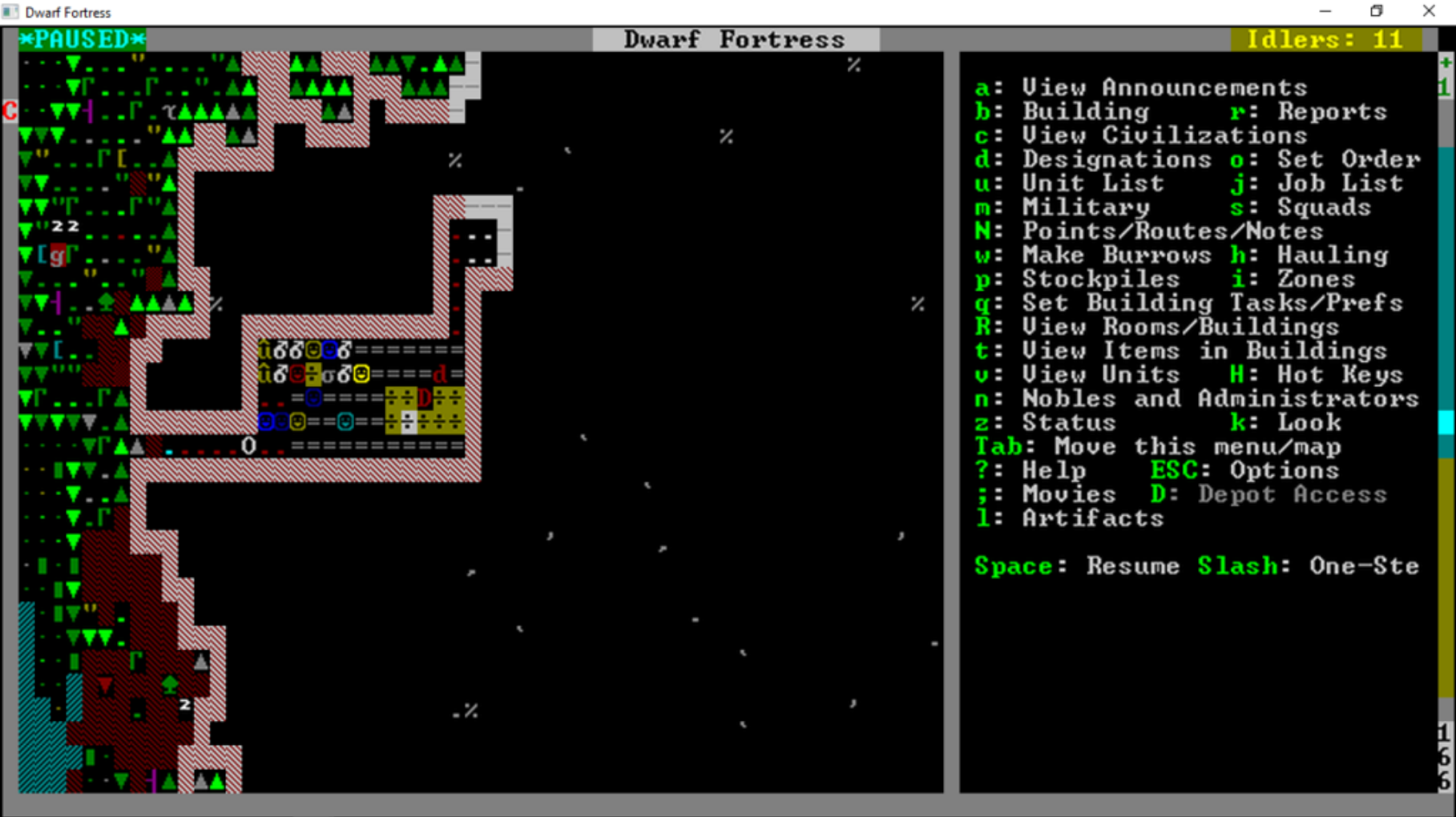
[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/c4%2072_zpsvanfk42j.png.html)

It was close but Thikut got a wall up and we are secure in a survivable situation for a while. The exposed rock brings us the faint echoes of Dwarven industry. Thikut will soon mine a passage towards the fort in the hopes of encountering a safe area.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/c5%2086_zpsifbnztjtj.png.html)

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 05, 2015, 09:37:41 pm**

Excellent update, and good job on getting some migrants secured -- and with some additional supplies as well, as a bonus. Good show!

It occurs to me that we may be able to set up boltholes on the surface to allow migrants in, since the Spawn apparently aren't actually all that proactive about chasing after dwarves on the surface :V Keep them sealed with drawbridges, and if a migrant wave shows up near one of them and there aren't any spawn in the immediate vicinity, briefly lower the bridges to let them in. Or something.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Lolfail0009** on **December 06, 2015, 12:37:40 am**

Oh, of course; truly, the Spawn must grow complacent over time, falsely knowing that their prey remains surfaced, stricken by fear..

Excellent job getting them in, and best of luck in future waves! Seems as though this fort won't stagnate over all~

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 06, 2015, 02:38:38 am**

Quote from: Lolfail0009 on December 06, 2015, 12:37:40 am

Oh, of course; truly, the Spawn must grow complacent over time, falsely knowing that their prey remains surfaced, stricken by fear...

Excellent job getting them in, and best of luck in future waves! Seems as though this fort won't stagnate over all~

My personal concern at the moment is that we appear to be running out of players. Of the 3 people on the turn list, only DolosusDoleus has posted here recently -- not that I really know how active any of them actually are, lol. Hopefully we'll get some more people in here

once our prospects start to look up a bit. If I have to give away shitty MS Paint art in order to get people to give this fortress the death it deserves I friggin' will.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Aldraglienon** on **December 06, 2015, 02:53:59 am**

On and off over the last few days I tried using my meager art skills to draw something related to the fort

PS I might startle some people just so you know.

[Spoiler](#) (click to show/hide)



It isn't quiet finished because I have become more interested in practicing some of the problems with my art it highlighted.
Like doing highly reflective surfaces.
So I cleaned it up a little a put on a couple finishing touches, what do you guys think?
Also I know the blood is horrible I did it in like 10 minutes and it was late.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 06, 2015, 03:07:55 am**

Quote from: Aldraglienon on December 06, 2015, 02:53:59 am

On and off over the last few days I tried using my meager art skills to draw something related to the fort

PS I might startle some people just so you know.

- snip -

It isn't quiet finished because I have become more interested in practicing some of the problems with my art it highlighted.
Like doing highly reflective surfaces.
So I cleaned it up a little a put on a couple finishing touches, what do you guys think?
Also I know the blood is horrible I did it in like 10 minutes and it was late.

That's basically the last 1 1/2 turns summed up, yeah.

It has a good sense of lighting and atmosphere -- I like how everything's all gloomy, but then there's this shaft of light around the Greater Spawn. I like your take on the Spawn in general -- the way its head is just sort of dangling blankly is quite unnerving, as well as the giant hands, leathery skin... it's pretty cool.

For the sake of saying something negative... the soldiers look a bit indistinct. Try to define the edges a bit more sharply, maybe.

E: Also I am incredibly thrilled to finally get artwork in here after so long :3

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Aldraglienon** on **December 06, 2015, 03:19:54 am**

Thanks for the criticism. And I agree about you assessment of the soldiers. I was having trouble getting the lighting on them right and kind of gave up on them and went and worked on the spawn. For example if you pay attention they should be casting shadows on one another but don't. I need to do some practice working with highly reflective surfaces like polished steel.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 06, 2015, 03:55:29 am**

Quote from: Aldraglienon on December 06, 2015, 03:19:54 am

kind of gave up on them

hssssssssssss NEVER DO THAT. It's better to try and fail and learn something in the process than to not try and not learn anything period.

I wouldn't consider the steel surfaces to be too big an issue, tbh. It honestly looks about right for the overcast, somewhat-foggy lighting you have going on there, although I'm pretty bad at shiny surfaces as well so I'm not one to give advice on the matter.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 07, 2015, 11:57:27 pm**

le bump

How's it going Crash

OOC; Planned to finish up in one go on the weekend but had no time at all. Shorter ones through the week then. Not much going on down below.

Diary Of Mastercrasher Wiltedsmith; Galena, Late Summer

We've finally reached the survivors. Only six adults and 4 children remain. Uncle Erib is alive but rather cross. I had to hear all about the Electrolyzer fighting underworldlife all over the dangerously open caverns area, completely ignored mandates, ghost infestation, working like a peasant, and on and on.

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%2031_zpsyqeflnlg.png.html)

Uncle Erib's attempts to get things on track fell on dead ears as Tun the mayor at the time was scared to death by one of the vengeful spirits. He was just steps away from Erib while gathering webs before their meeting.

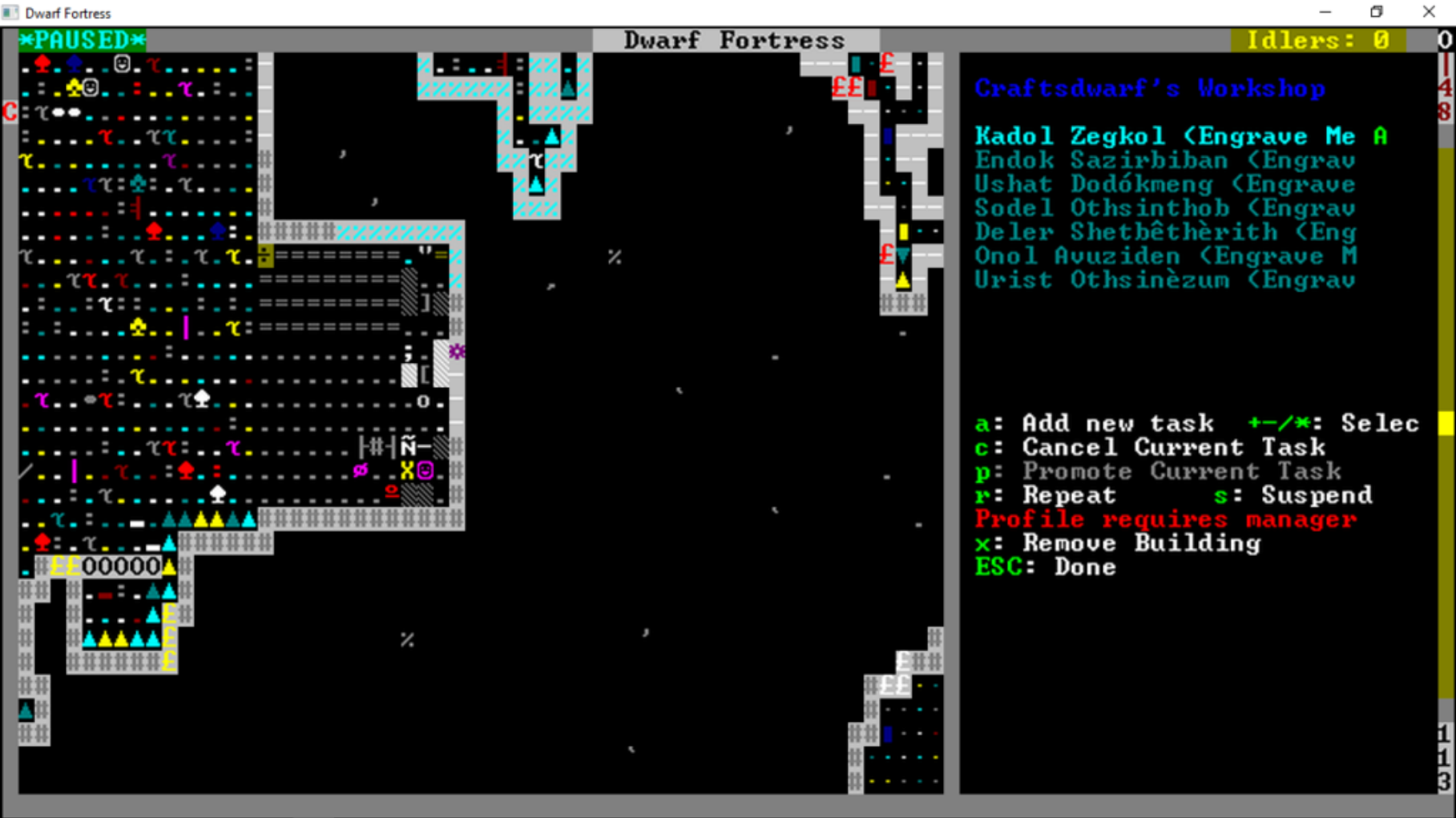
[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%2038_zpsudifbhec.png.html)

After the mayor's death Uncle Erib took things in his own hands. With no other distractions everyone's efforts were focused on memorializing and interring the dead non-stop bringing ghost-related casualties down to a quartzite throne.

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%2043_zpsffwnwy1z.png.html)

Once I was up to date he commanded me to assume overseership immediatley and get someone to finally start making some shields and scepters.
My second act will be to get work started on walling off our area of the caverns. Uncle Erib is still looking pretty unhappy. I think we can afford a cheap water feature in the plaza as well.
Lots of work to do.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 08, 2015, 03:31:15 am**

Quote from: Crashmaster on December 08, 2015, 03:23:17 am
OOC; Planned to finish up in one go on the weekend but had no time at all. Shorter ones through the week then. Not much going on down below.

Meh, shit happens. I'm just happy that the situation down in the bunker no longer resembles a crappy horror movie.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **mikethete** on **December 08, 2015, 09:26:38 pm**

Every time I check back here I expect this fortress to have finally died, but it never does.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 08, 2015, 11:58:17 pm**

Quote from: mikethete on December 08, 2015, 09:26:38 pm
Every time I check back here I expect this fortress to have finally died, but it never does.

We're the giant sponge of succession forts.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Lolfail0009** on **December 09, 2015, 12:37:11 am**

Quote from: Mr Frog on December 08, 2015, 11:58:17 pm
Quote from: mikethete on December 08, 2015, 09:26:38 pm
Every time I check back here I expect this fortress to have finally died, but it never does.
We're the giant sponge of succession forts.

With all of our parts in the red.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Monitor Lisard** on **December 09, 2015, 01:22:33 am**

Quote from: Lolfail0009 on December 09, 2015, 12:37:11 am
Quote from: Mr Frog on December 08, 2015, 11:58:17 pm
Quote from: mikethete on December 08, 2015, 09:26:38 pm
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body

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 09, 2015, 01:56:02 am**

Quote from: Monitor Lisard on December 09, 2015, 01:22:33 am
Quote from: Lolfail0009 on December 09, 2015, 12:37:11 am
Quote from: Mr Frog on December 08, 2015, 11:58:17 pm
Quote from: mikethete on December 08, 2015, 09:26:38 pm
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<div>We're the giant sponge of succession forts.</div>
<div>With all of our parts in the red.</div>
<div>body</div>

fortress

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Monitor Lisard** on **December 09, 2015, 04:38:02 am**

<div>Quote from: Mr Frog on December 09, 2015, 01:56:02 am</div>
<div>Quote from: Monitor Lisard on December 09, 2015, 01:22:33 am</div>
<div>Quote from: Lolfail0009 on December 09, 2015, 12:37:11 am</div>
<div>Quote from: Mr Frog on December 08, 2015, 11:58:17 pm</div>
<div>Quote from: mikethete on December 08, 2015, 09:26:38 pm</div>
<div>Every time I check back here I expect this fortress to have finally died, but it never does.</div>
<div>We're the giant sponge of succession forts.</div>
<div>With all of our parts in the red.</div>
<div>body</div>
<div>fortress</div>

Clobbermountains

Wretched husk of a dwarven fortress, brought to unlife by an amphibian overlord and his followers.

Its body is broken. Its body is bleeding magma. Its soul is gone.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Lolfail0009** on **December 09, 2015, 04:51:27 am**

<div>Quote from: Monitor Lisard on December 09, 2015, 04:38:02 am</div>
<div>Quote from: Mr Frog on December 09, 2015, 01:56:02 am</div>
<div>Quote from: Monitor Lisard on December 09, 2015, 01:22:33 am</div>
<div>Quote from: Lolfail0009 on December 09, 2015, 12:37:11 am</div>
<div>Quote from: Mr Frog on December 08, 2015, 11:58:17 pm</div>
<div>Quote from: mikethete on December 08, 2015, 09:26:38 pm</div>
<div>Every time I check back here I expect this fortress to have finally died, but it never does.</div>
<div>We're the giant sponge of succession forts.</div>
<div>With all of our parts in the red.</div>
<div>body</div>
<div>fortress</div>

Clobbermountains

Wretched husk of a dwarven fortress, brought to unlife by an amphibian overlord and his followers.

Its body is broken. Its body is bleeding magma. Its soul is gone.

Didn't have enough DETERMINATION to keep its soul

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Aldraglienon** on **December 09, 2015, 05:05:23 am**

<div>Quote from: Lolfail0009 on December 09, 2015, 12:37:11 am</div>
<div>With all of our parts in the red.</div>

Uh, I just checked the injuries page on the wiki to get ideas of how to continue the joke and discovered a couple things.
red means that a part has lost all structural integrate or muscle ability.
cyan means an important function of the part is completely lost, but structurally sound or at least partial intact.
so while in the red sounds cooler it would be more accurate to say were in cyan because for example the forges are still there we just can't use them. So if were to compare the fort to a living thing, the greater spawn would be a paralytic infection which has disabled most of the body.

- Now to continue the joke,
- Clobbermountains
- This is a dwarf fortress
- Main entrance
- Main halls
- Industries
- Forges
- Military
- Mines
- Emergency second fortress
- Paralytic

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Lolfail0009** on **December 09, 2015, 06:02:21 am**

<div>Quote from: Aldraglienon on December 09, 2015, 05:05:23 am</div>
<div>Clobbermountains</div>
<div>This is a dwarf fortress</div>
<div>Main entrance</div>
<div>Main halls</div>
<div>Industries</div>
<div>Forges</div>
<div>Military</div>
<div>Mines</div>
<div>Emergency second fortress</div>
<div>Paralytic</div>

Can I nominate this for quotes? Is that a thing?

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Splint** on **December 09, 2015, 07:35:36 am**

It'd probably be more accurate to have the military grayed out, because I don't think the Clobbermountains militia really exists anymore.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **mate888** on **December 09, 2015, 09:06:29 am**

This looks **!!FUN!!**, could I be dorfed? I don't really care about the profession of the dwarf or if his job could make him die ridiculously quickly, I just would like to be called Mate the 888th, just so I can call the dwarf succeeding him after he dies 'Mate the 889th'.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Aldraglienon** on **December 09, 2015, 08:05:45 pm**

Yah, The Military should probably be grayed out. Also some changes occurred to me, like to specif some of the forts industries and the farms are actually ok last I checked. SPIREGATE should be there and in the red. The fortress isn't really paralytic but more pale from dwarf blood loss, it could also be considered to have an extreme Greater Spawn fever problem.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Crashmaster** on **December 09, 2015, 08:51:24 pm**

Clobbermountains; Surface Report; End of summer

Human traders arrived on the eastern boarder. Greater spawn descend from the skies en masse and start tearing into them. Little further attention was merited.

Banshee siege on the western and northern borders. The group on the western boarder arrived a little further south then our migrant wave did. Furtherer south enough to be seen by the three greater spawn that ours avoided. Soilfragrance, Beautylost the Fateful Hate, and Hobletufted endure quite a bruising from the banshees and screech way more then any banshees themselves. More interestingly is the Greater Spawns' historically accurate proclivity for brutal clothing-based beatings. Soilfragrance is beating banshees with a *phantom spider silk robe* while Beautylost the Fragrance of Hate swings a phantom spider left glove. The humans are suffering the wrath of Gnarledhate the High Leader and his deadly large black bear leather loincloth, Mucousfever wielding a -rope reed fiber left mitten-, Noblehobble and his rope reed fiber sock, Gallpuzzles the Snail of Froths has a cave spider silk cap, Snailsilt the Ashen Larva has a phantom spider silk tunic, Ghoullambs the Gland of Sucking has a large rope reed fiber sock, Umbralphantoms has a phantom spider silk shoe, Strapwhispers the Plain Hero has a giant cave spider silk hood, Herohells the Shadows of Sucking has a deer leather left glove, Romancetumours the Little Demon of Cats questionably wields a single pig tail fiber thread, there's Shaftpelts the Gnarled Brain who is somehow fighting using 5 prepared helmet snake brains, and the soon to be Named Greater Spawn dual-wielding a large rope reed fiber sock and a large spotted wobbegong leather something.

Ambushes and thieves arrive up top for extended beatings, some turn due to spawnitis it seems but the greater spawn don't respect their lesser and just keep on beating and killing.

The top was ignored until Autumn. Painfully slow wall and waterfall progress down below while collecting dead constantly. Can't get anyone to make those damn wooden shields.

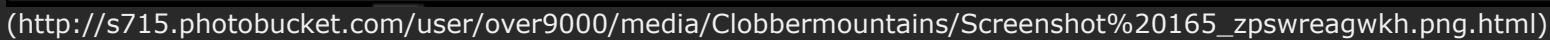
When I checked back on the surface there was a glimmer of hope for fortunate future arrivals amidst a field of screams.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20167_zpsdk55j8rh.png.html)

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20168_zpsaclxxv4c.png.html)

```
...could I be dorfed?...
```

E: Also, excellent update, Crash. I'm pleased that you're planning to add a water feature to our hidden underground bunker. Soon our dwarves will be cowering *in comfort*.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **DolosusDoleus** on **December 11, 2015, 09:57:10 pm**

Quote from: Taupe on December 09, 2015, 09:18:18 pm
You have to understand that the greater spawn have spent countless eons in the depths of hell. Naked. If you discovered clothes for the first time in forever, you'd be going crazy over that shit too.

I nominate this for the quotes list.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Taupe** on **December 11, 2015, 10:22:27 pm**

Quote from: DolosusDoleus on December 11, 2015, 09:57:10 pm
Quote from: Taupe on December 09, 2015, 09:18:18 pm
You have to understand that the greater spawn have spent countless eons in the depths of hell. Naked. If you discovered clothes for the first time in forever, you'd be going crazy over that shit too.

I nominate this for the quotes list.
If you do, let's add the song as well. It made me laugh.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 11, 2015, 10:31:29 pm**

Okay, sure! I'll go ahead and put up the one Lolf nominated as well.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 13, 2015, 12:07:13 am**

(le bump) still going at it, Crash?

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Crashmaster** on **December 13, 2015, 01:48:24 pm**

Yeah, I'm getting over a bit of an eye infection that mostly kept me away from the computer screen but went skiing yesterday anyways. Starting to squint through the screenshots now. I plan to do at least one update today. It seems win10's screenshot feature is not entirely reliable as well.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 13, 2015, 02:34:13 pm**

Quote from: Crashmaster on December 13, 2015, 01:48:24 pm
Yeah, I'm getting over a bit of an eye infection that mostly kept me away from the computer screen but went skiing yesterday anyways. Starting to squint through the screenshots now. I plan to do at least one update today. It seems win10's screenshot feature is not entirely reliable as well.

Okay lol, don't force yourself if you're in pain (obviously) :V Just making sure you're still with us.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Amperzand** on **December 13, 2015, 03:04:49 pm**

Lookee what I found.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 13, 2015, 03:23:43 pm**

Quote from: Amperzand on December 13, 2015, 03:04:49 pm
Lookee what I found.

Hey dawg

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Amperzand** on **December 13, 2015, 03:47:44 pm**

G'day, mate. I'll just be around.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Crashmaster** on **December 13, 2015, 06:56:57 pm**

Diary Of Mastercrasher Wiltedsmith; Autumn

Uncle Erib is the hardest working dwarf here. Every time I see him, he is doing the work that keeps us alive. I never know what the rest of them are doing. Corpses still litter the caverns. Progress on our walls is intermittent at best and frequently backwards due to masonic idiocy. Still waiting on the mechanical work for the waterfall too.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20169_zpsc824fmcc.png.html)

MrFurg's wife, Atir Channelowners, is interrupted during a hauling job by a cave dragon. She puts up quite a fight blocking many shots before getting her right foot clawed off. On the ground she blocked five more attacks while screaming her last words, "I never wanted to leave Lashcanyon!" before two skull-shattering blows to the head ended her with a torn brain.

[Spoiler](#) (click to show/hide)



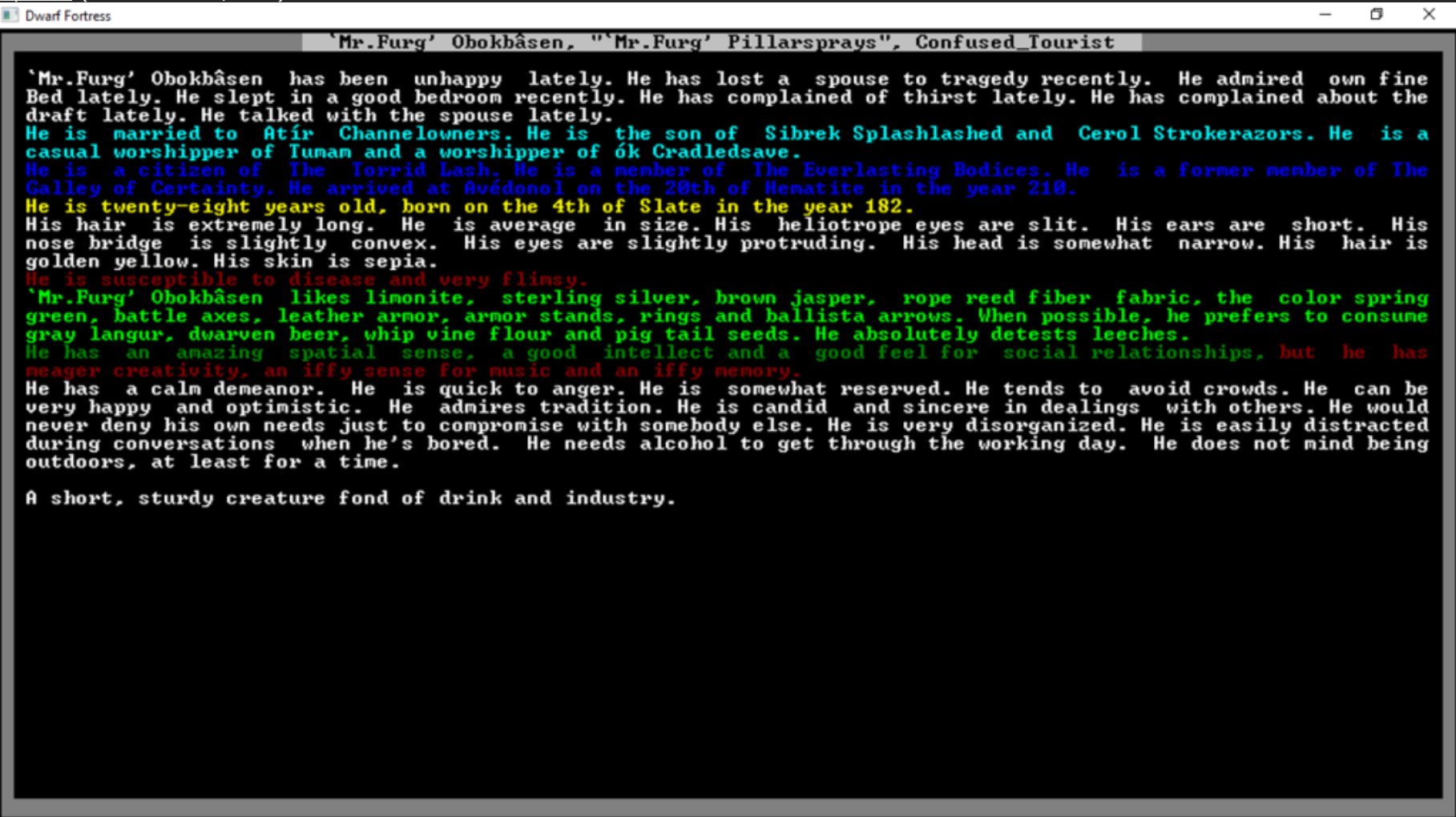
(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20176_zps5ddvd7gg.png.html)

Mr.Furg rushed to her side but was interrupted by the cave dragon as well, he fled back to the fortress leading the monster into a cage trap in the access passage and solving that problem.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20187_zpsdyzeqbwz.png.html)
[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20192_zpsjwkehufz.png.html)

With the excitement over some attention was given to Mosus Zasolin's secretive mood. He hasn't left his claimed crafts dwarf's workshop for weeks. Our donkey foal was slaughtered and it's hide set for tanning in an attempt to provide for his needs. Time was also found to construct the first of the pumping machinery for our future waterfall.

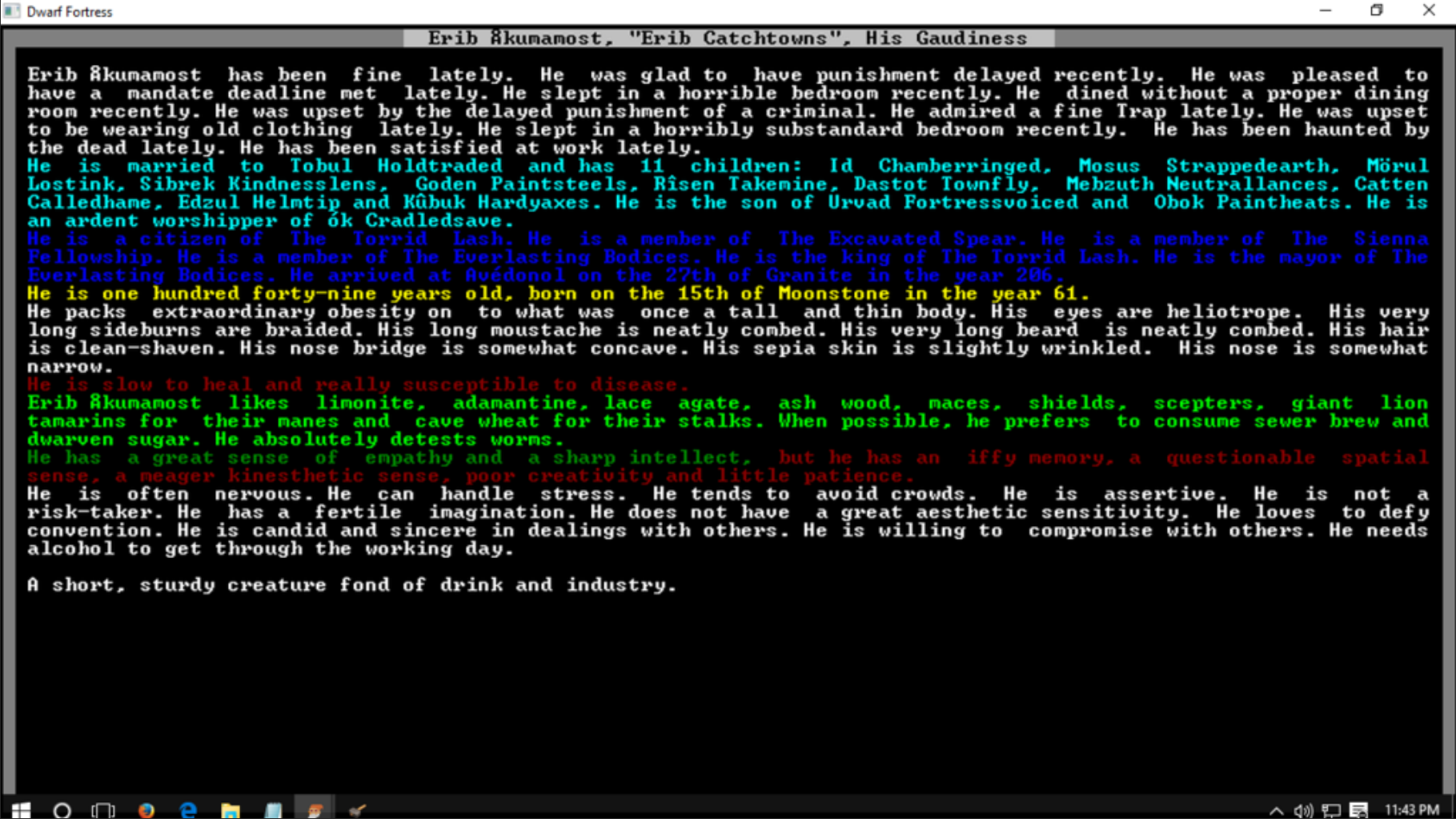
[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20189_zpseccjfoyw.png.html)

Uncle Erib has been quite a sport about constantly living and laboring like a peasant but lately his vestments have been looking less then gaudy and he is suffering as a result. We have no thread, no pigtail seeds and the dwarf-power collecting webs is plagued by Bugbat interruptions. A pair of new shoes seems out of reach.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20195_zpswhkq63rf.png.html)

Migrants arrive on the eastern border. The Greater Spawn descend upon them from above. They have no chance despite a nearby bronze pick. Three of them are forcibly infected with spawnitis and transformed into a holistic spawn only to be struck down by the Greater Spawn anyways.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20206_zpsvzg2i7s3.png.html)

While the clothing industry fallows another work squad has pierced the magmatube for forge power. Without injury. We are well aware of the potential for danger though.

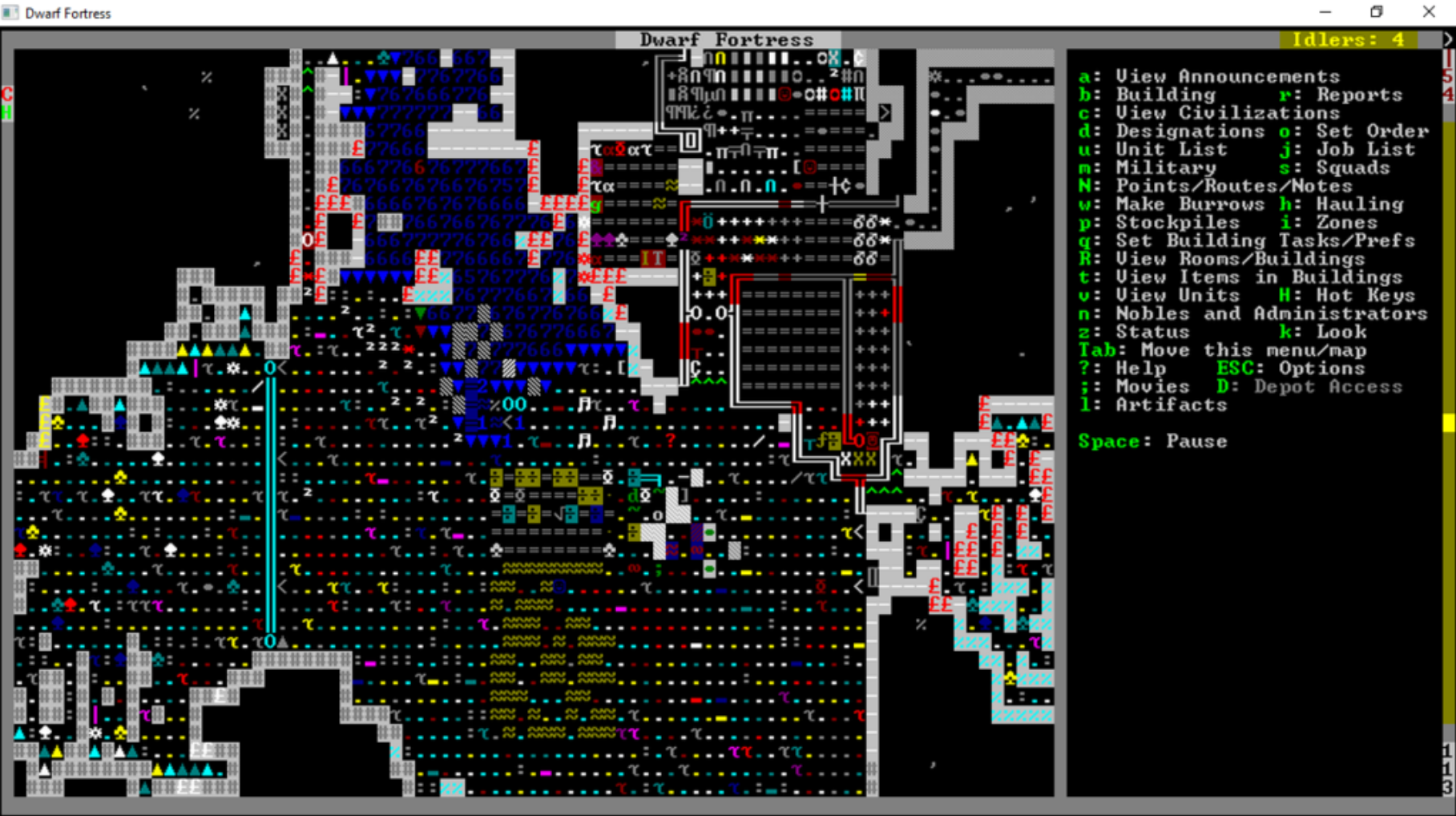
[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20214_zpsnc53q9nk.png.html)

I have started hunting again, returning this time with a giant olm for the butcher. It was comforting to find our lovely waterfall was completed and will stay running after the manual start.

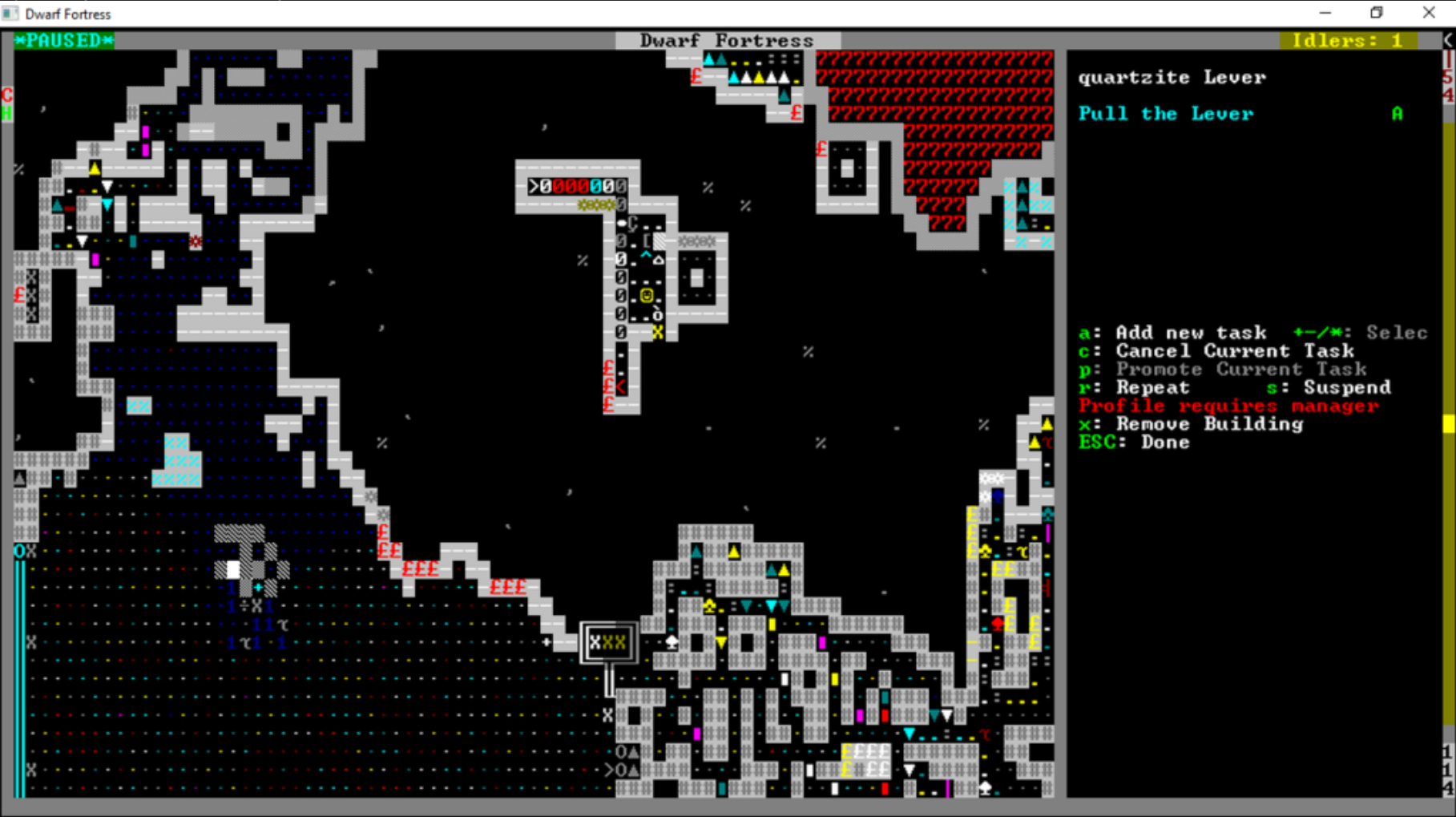
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(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20219_zpsgemsbez2.png.html)

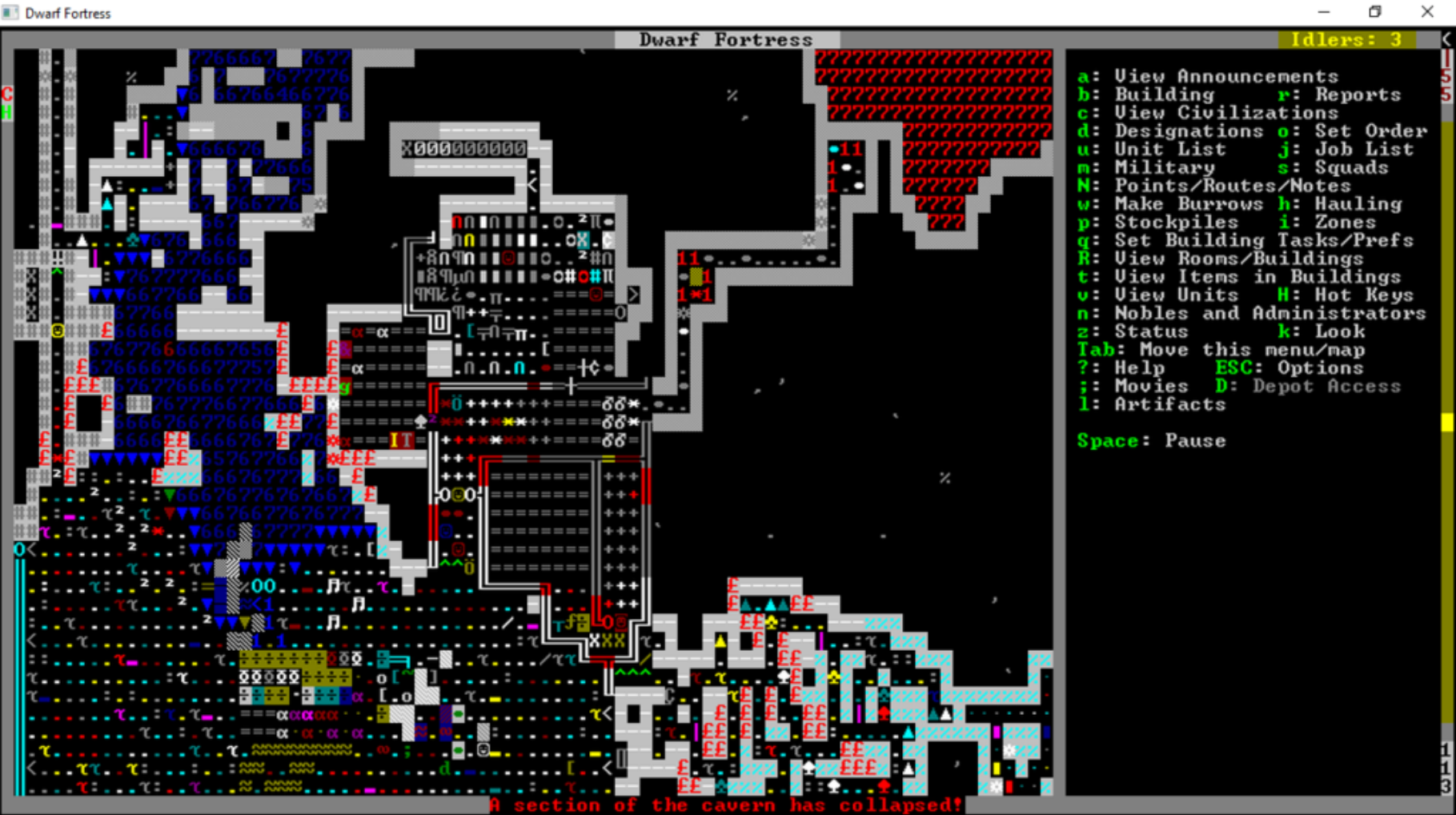
Poor Mosus never found what he needed and has been stricken by melancholy. I update the coffin production queue and assignments. Clothing production needs are growing into my greatest concern. Plant collection has yielded nothing useable. At least the forge room magma supply has been filled without attack from the volcano so it is sealed off successfully.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20230_zpsdessn8ri.png.html)

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(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20233_zps0kmcvvgm.png.html)
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20234_zpsozqhdoiy.png.html)

Dwarven merchants arrive on the eastern border right into a cloud of seething mist. The Greater Spawn still hovering around the area care not and kill them all the same.

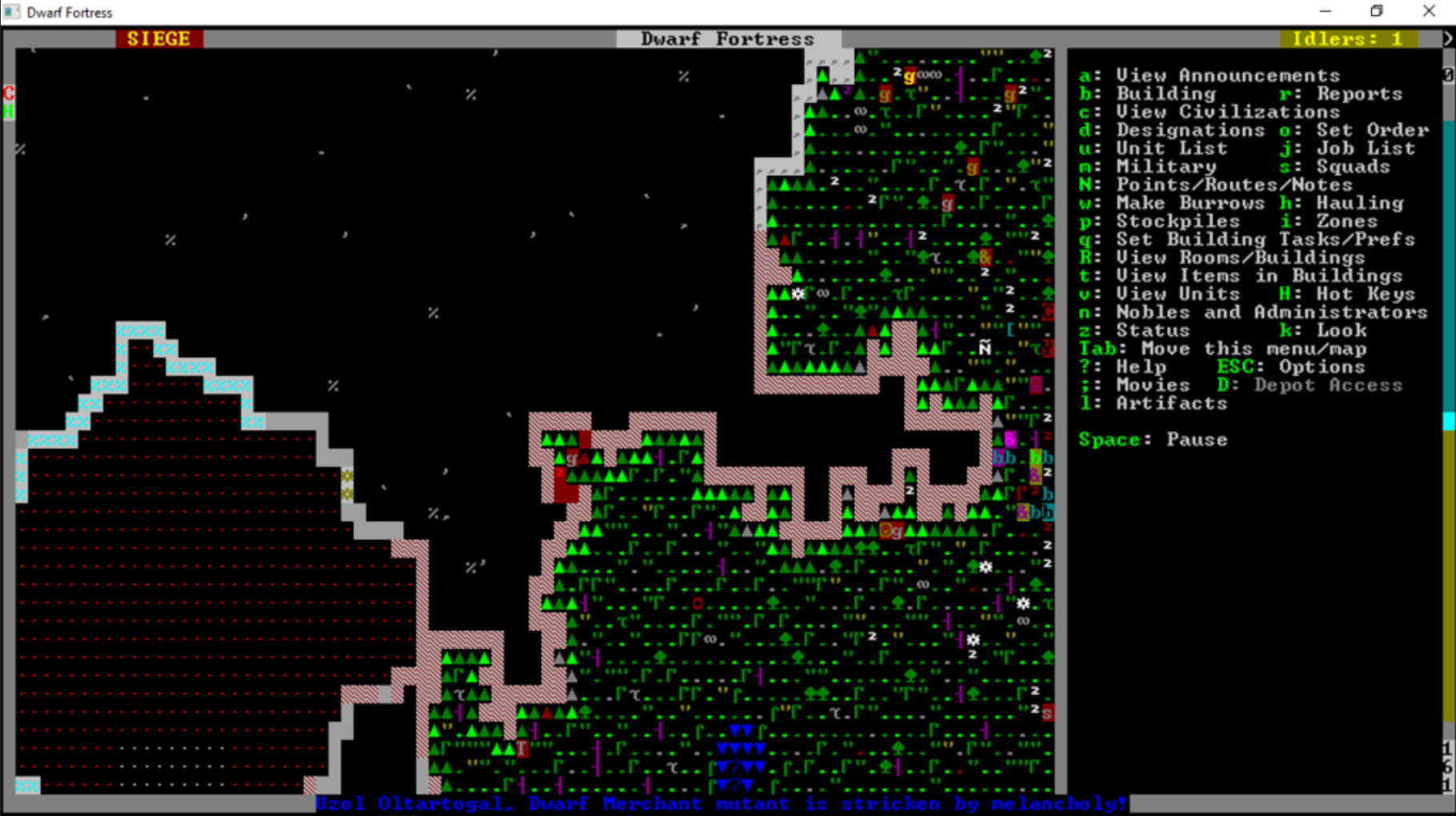
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20246_zpse7dfx8qp.png.html)

As this is happening a banshee siege arrives on the eastern border just to the south and draws it's own wave of Greater Spawn down from the sky.

[Spoiler \(click to show/hide\)](#)



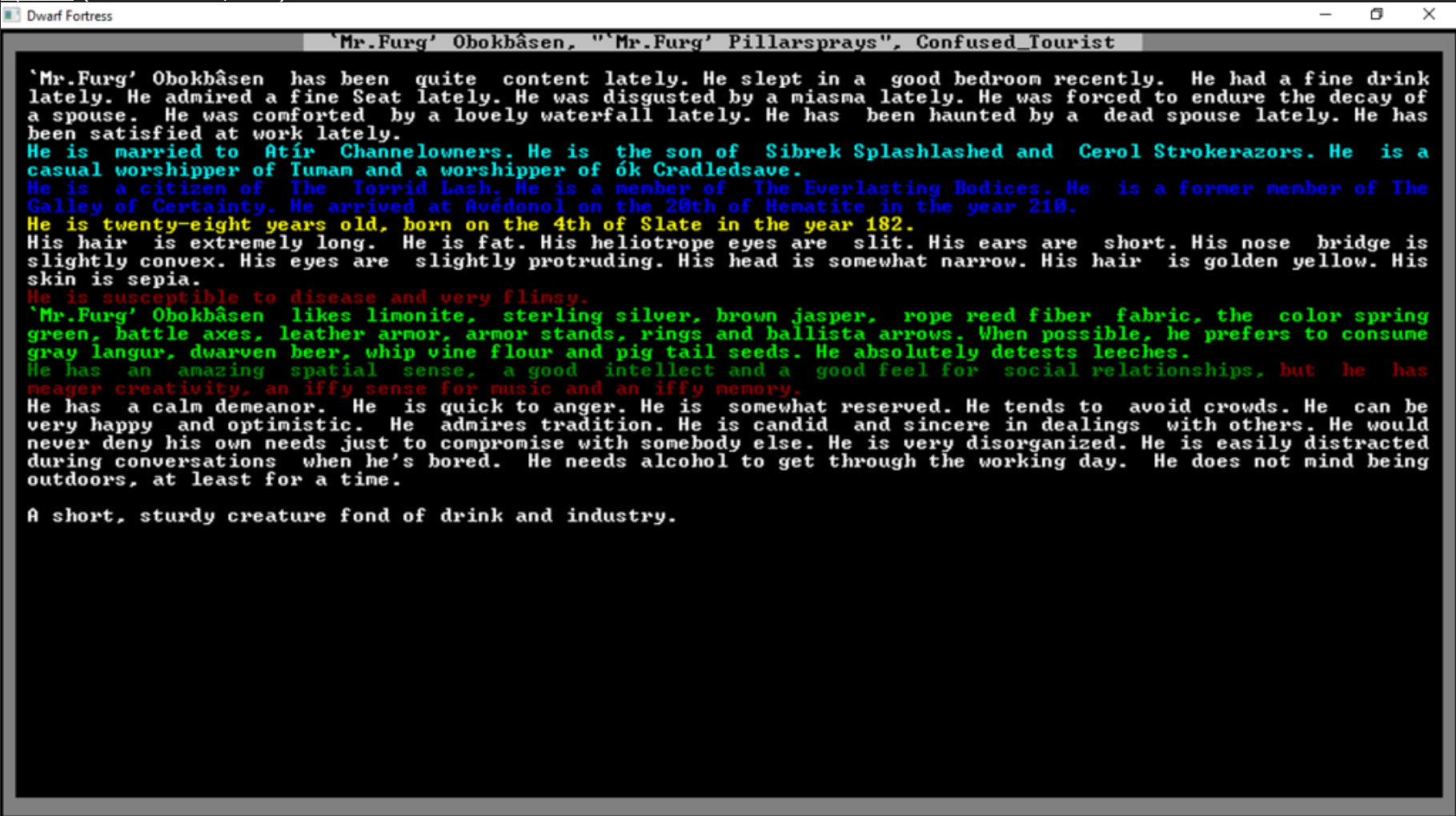
(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20245_zpscuyyceni.png.html)

It was inevitable. Mosus died after several melancholic months. His corpse will have to get in line as burials are still way behind schedule. Atir Channelowned for one has tired of waiting in her un-interred corpse and returned to following her husband Mr.Furg for better or worse.

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20256_zpsg77ytowv.png.html)
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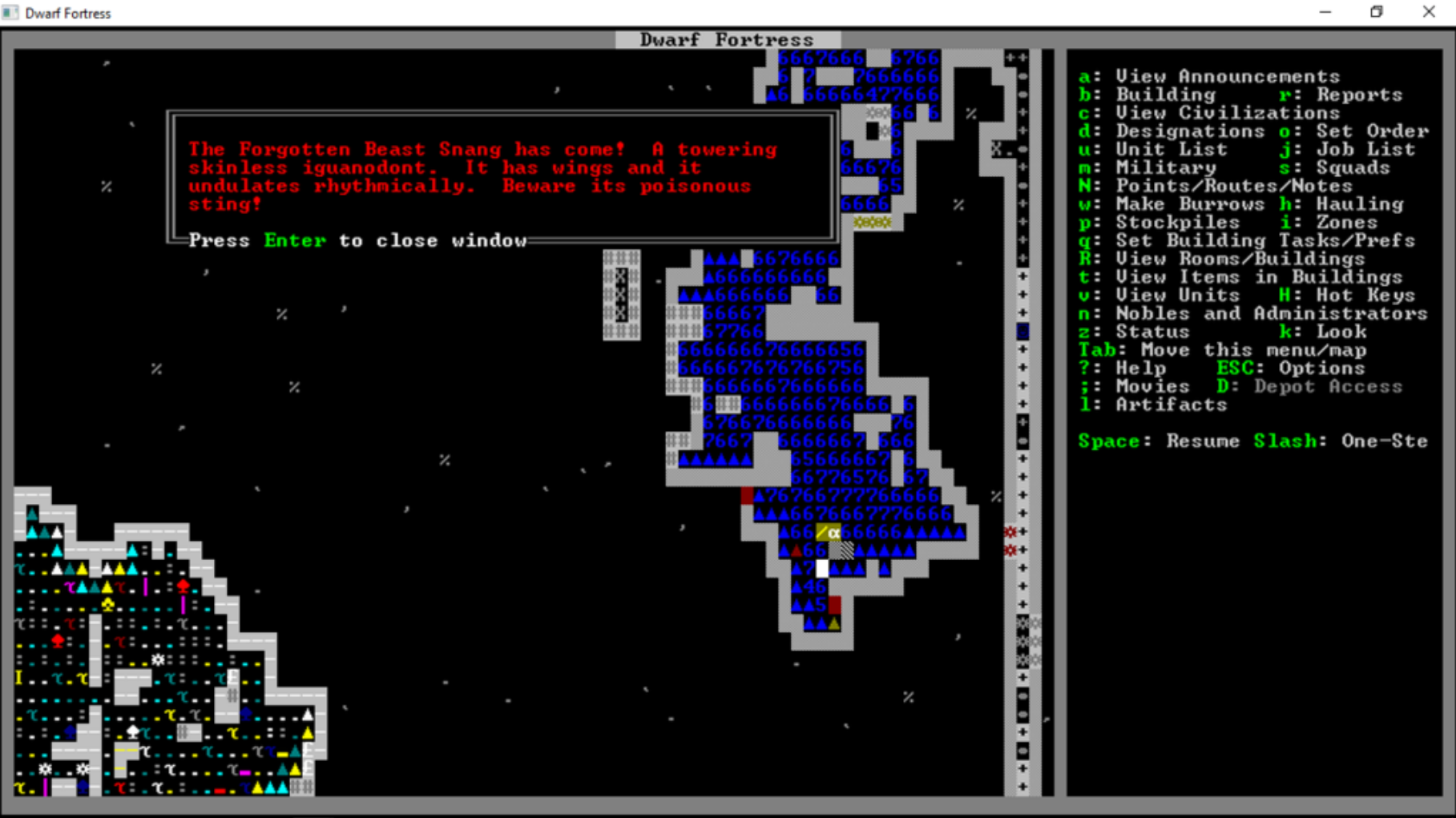


(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20257_zps8cxxieoe.png.html)

Security has regained it's position over clothing as alpha worry.

Unfortunately it seems we may have run into a little snang.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20258_zpss8lshm3m.png.html)

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Splint** on **December 13, 2015, 08:15:32 pm**

Erib should still have his hammer... Does anyone know which end of a spear to hold? Cause His Gaudiness might only piss that thing off with a hammer. Or any spare miners available (stupid question, but hey. Miners are called to arms pretty often in some players' forts for a reason.)

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Taupe** on **December 13, 2015, 08:44:14 pm**

I think "Uzol, dwarven merchant mutant is stricken by melancholy" is an accurate sentence to describe our fortress.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 13, 2015, 09:22:56 pm**

Remember when I said that all it'd take would be a forgotten beast attacking the second cavern layer to absolutely end us?
Time to prove me wrong, dude.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Lolfail0009** on **December 13, 2015, 11:37:50 pm**

Iguana-dont let it get to you; it probably can't even access us.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Crashmaster** on **December 16, 2015, 03:37:49 am**

Diary Of Mastercrasher Wiltedsmith; Winter

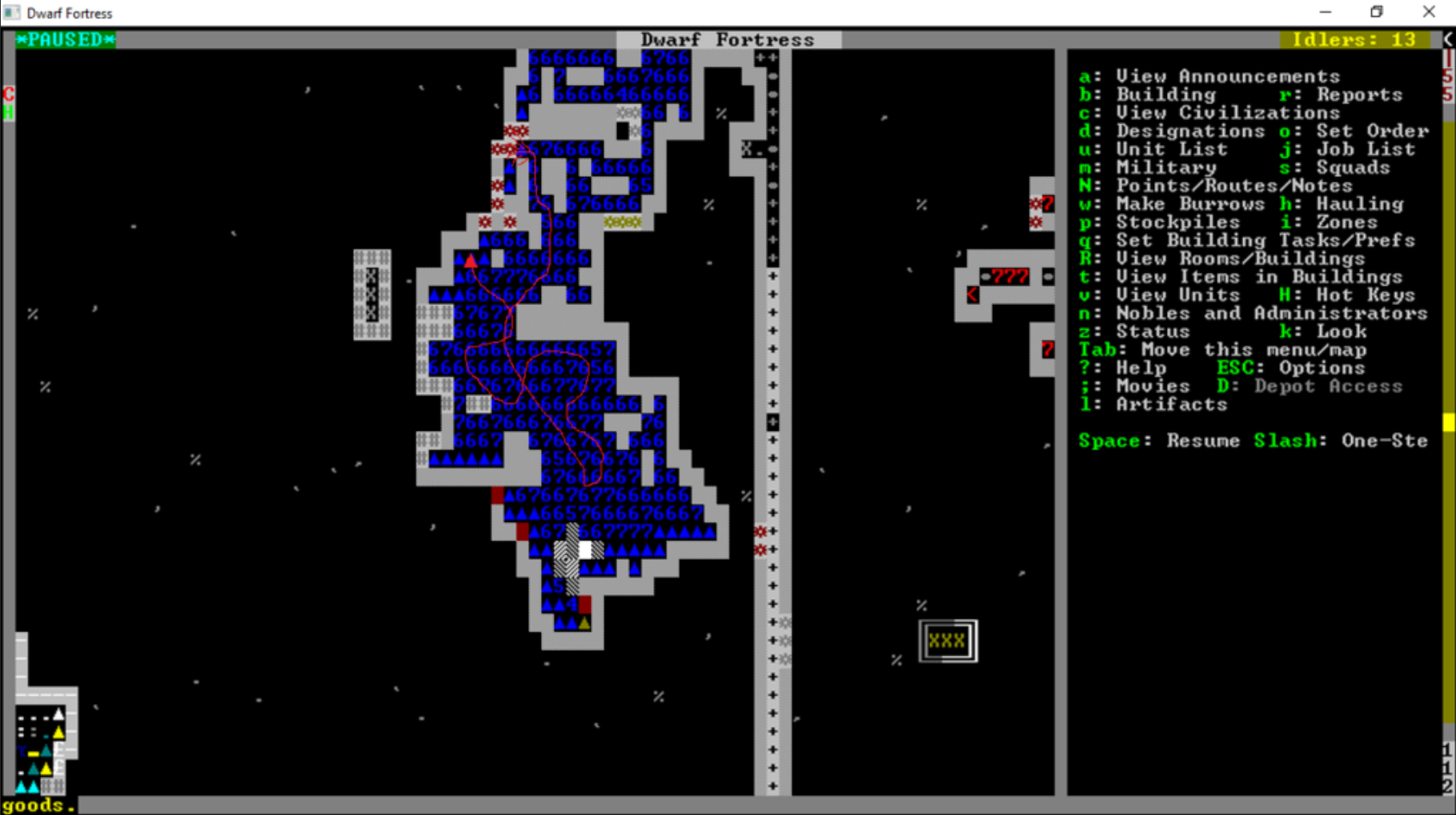
At the first news of the beast Snang, all construction on flooring the new water tunnel is suspended and I have everyone retreat into the living area. The beast appeared from just west of our lake. Our walls to the north are unfinished due to the masons constantly standing in their own way and the tunnel is totally undefended save two cage traps.

It comes.

We attempt to wall ourselves in and at the same time there is a call for a volunteer to go and release the caged cave dragon which, if victorious, we might possibly re-capture but the beast is already at the edge of the incomplete northern wall. Looking around we make a poor accounting strength-wise. I've forgotten to pick up more bolts. Tensions are high.

Snang passes the gap in the wall and enters our lake. It swims towards to waterfall, but then stops before reaching it. It mills around aimlessly in the churning water for most of the month while we cower in terror before coming to a stop on a muddy slope. Paralyzed by fear it is a number of days before I send miners to sneak past the lake.

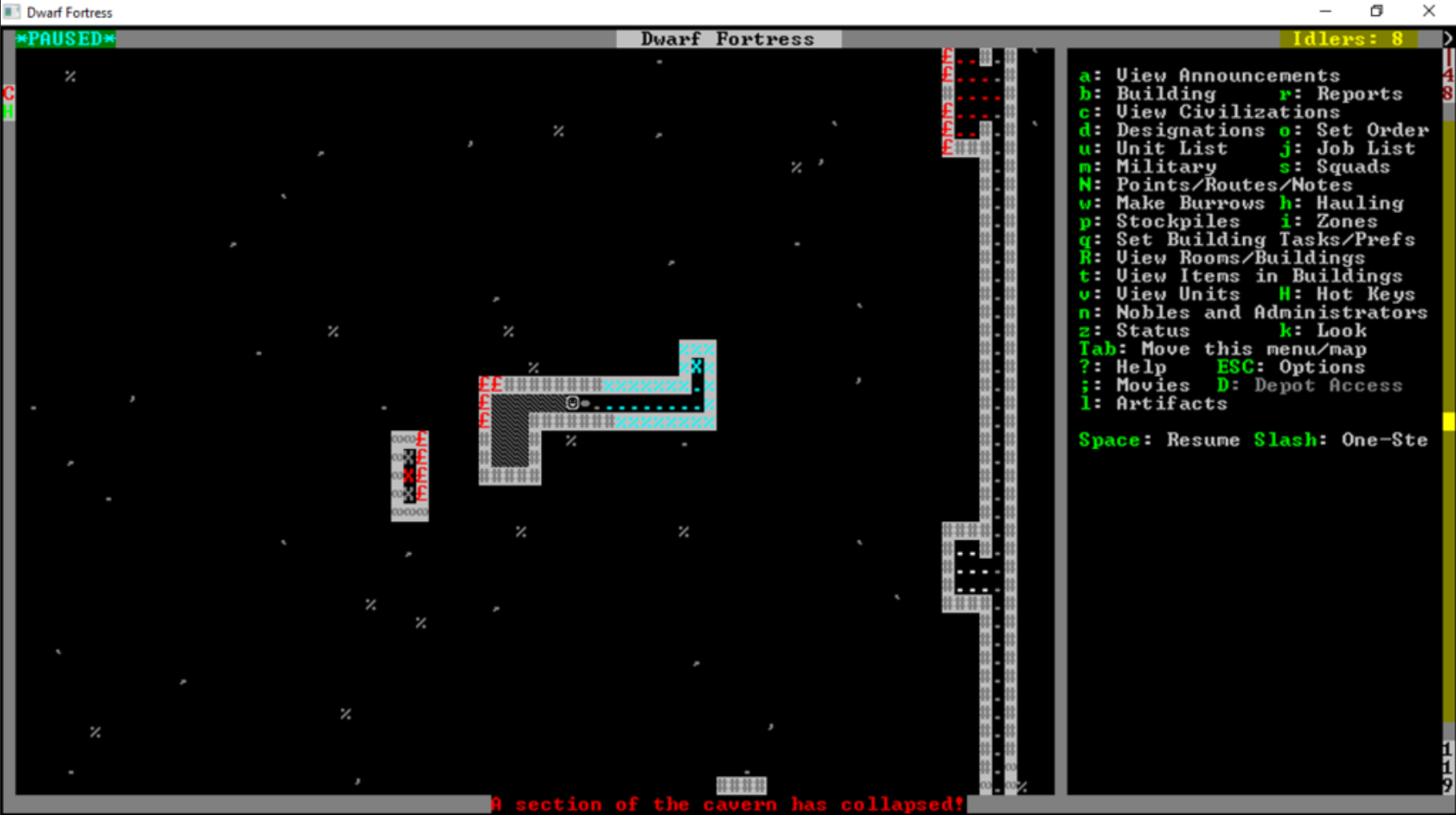
[Spoiler](#) (click to show/hide)



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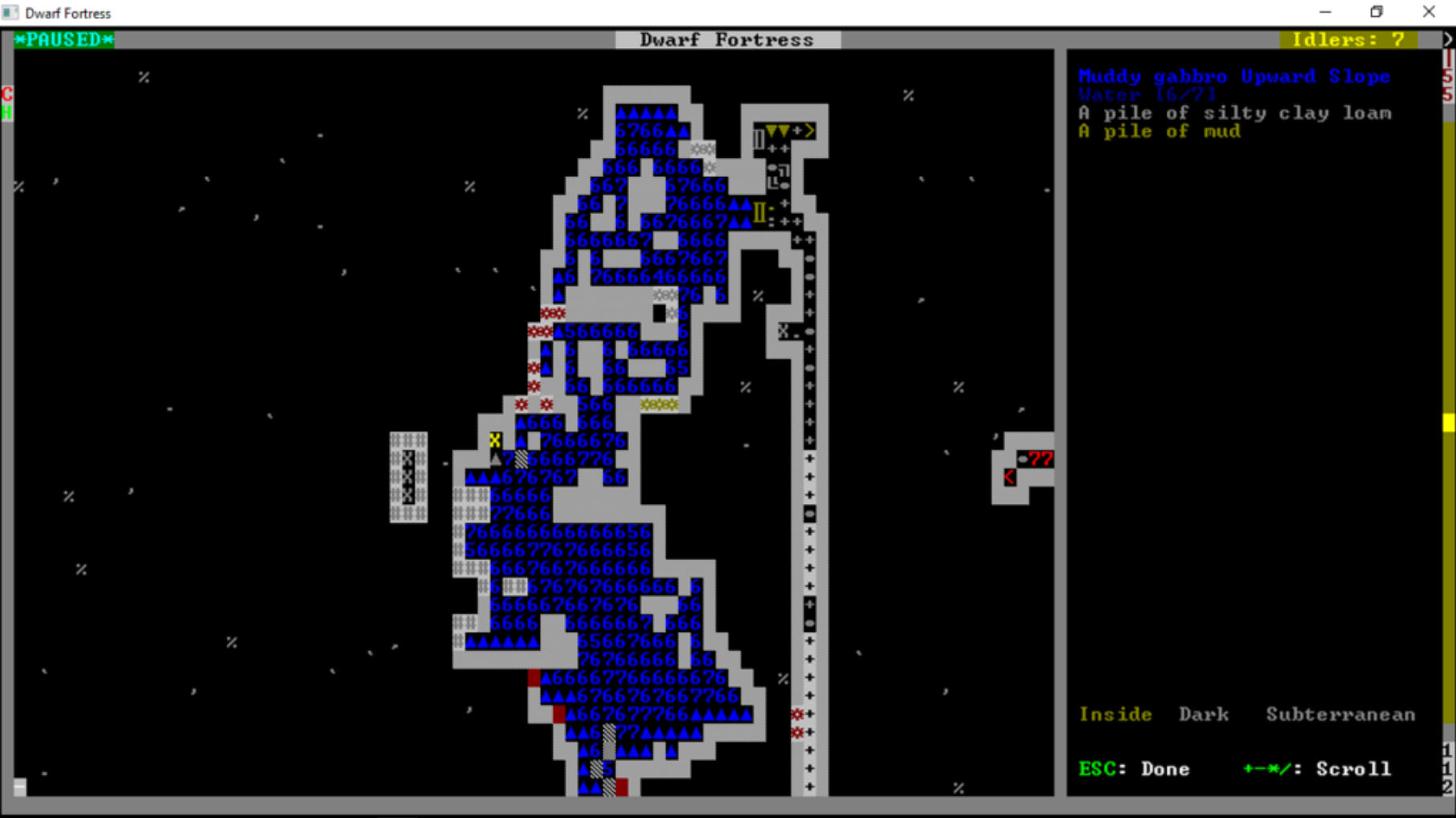
We all huddle in the dining room as the miners rush through their work. It is completed fast and the final cut made without support and fortunately without injury, without dwarven injury.

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20273_zps46z0ppkt.png.html)

[Spoiler \(click to show/hide\)](#)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20274_zps8frkezsi.png.html)

The alert over everyone got back to work. The masons still can't get out of their own way so additional constructions are ordered to make things different. We have to have those walls up.
The was a missing miner located at the bottom of the shaft defining a stone plug destined for the caverns lake. Other mining jobs are taken up to cut blocks that will hopefully seal off the old web farm from the rest of the old fortress in the hopes of retaking it.
Atir Channelowners ghost is put to rest.

The end of winter is here. Wall work drags on. The miners make short work of their tasks. I'm wondering if the cave dragon will be effective against the battered Greater Spawn now trapped in the textiles area.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20291_zpszji3bekk.png.html)

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20294_zpsugeyb8qq.png.html)

Really expected to lose the caverns farms there but Snang didn't want to do anything but admire the waterfall mist. Wasted two months though.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Taupe** on **December 16, 2015, 04:27:32 am**

Oh shit we are still alive. Slowly but surely, the residents of Clobnermountains are renewing with the badic commodities of existence. In time, we may even reclaim the fortress.

We must remain vigilant, still. Once we run out of spawn, the dreaded banshees will ruin our lives. We must be ready when that day comes...

Also please redwarf me as whatever we have that vaguely qualifies as a military officer.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Amperzand** on **December 16, 2015, 04:29:40 am**

If dorfing is available, I'd like a dorf, though since I'm not done with the readthrough, it'll be a while before I can be active.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 16, 2015, 03:28:50 pm**

Quote
there is a call for a volunteer to go and release the caged cave dragon

Quote
I'm wondering if the cave dragon will be effective against the battered Greater Spawn now trapped in the textiles area.

At some point our primary method of dealing with anything big and nasty became "send something even bigger and nastier to deal with it" :V

E: Also, dwarfing list updated.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Amperzand** on **December 16, 2015, 05:26:26 pm**

That's why I like strategic-yield weapons. They're always bigger and nastier, and they don't stick around after you're done. :V

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Splint** on **December 16, 2015, 05:31:37 pm**

The obvious solution is to have a dedicated animal trainer with no other duties besides keeping the giant fire-breathing monster happy.

We have not the dorfs for magma.

Let us instead use ambulatory fire.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 16, 2015, 06:19:28 pm**

Quote from: [Splint on December 16, 2015, 05:31:37 pm](#)
The obvious solution is to have a dedicated animal trainer with no other duties besides keeping the giant fire-breathing monster happy.

We have not the dorfs for magma.

Let us instead use ambulatory fire.

Cave dragons don't actually breathe fire for some dumb reason, but this made me grin so into the quotes bank it goes

Quote from: [Amperzand on December 16, 2015, 05:26:26 pm](#)
That's why I like strategic-yield weapons. They're always bigger and nastier, and they don't stick around after you're done. :V

I saw "strategic-yield weapons" and very seriously thought I'd clicked into the Spearbreakers thread by mistake :V

tbqh I'd much rather the cave dragon be tamed and kept as a pet than used as cannon fodder, but we don't really have that luxury at the moment.

E:
Quote from: Taupe on December 16, 2015, 04:27:32 am

Oh shit we are still alive.

Clobbermountains: A Condensed Summary

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Amperzand** on **December 16, 2015, 07:06:06 pm**

Quote from: Mr Frog on December 16, 2015, 06:19:28 pm

-snip-
E:
Quote from: Taupe on December 16, 2015, 04:27:32 am
Oh shit we are still alive.

Clobbermountains: A Condensed Summary

The prose is simple and brief, but eloquent.

Quote from: Mr Frog on December 16, 2015, 06:19:28 pm

-snip-
Quote from: Amperzand on December 16, 2015, 05:26:26 pm
That's why I like strategic-yield weapons. They're always bigger and nastier, and they don't stick around after you're done. :V

I saw "strategic-yield weapons" and very seriously thought I'd clicked into the Spearbreakers thread by mistake :V
-snip-

I just... *Like* big explosions.
Spoiler (click to show/hide)



Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 16, 2015, 10:46:48 pm**

Quote from: Amperzand on December 16, 2015, 07:06:06 pm

I just... *Like* big explosions.
Spoiler (click to show/hide)



This seems like an effective solution to the situation on the surface.

[Spoiler](#) (click to show/hide)



Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Amperzand** on **December 17, 2015, 01:54:06 am**

Quote from: Amperzand
"Kill it with fire, poison the ground, and then drop a rock the size of Canada on it, just to be sure."

Ripley's Law, while fun to apply and always effective, is usually overkill, sadly. As such, lighter forms of orbital artillery are clearly needed.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **4maskwolf** on **December 17, 2015, 03:28:30 pm**

/me observes the goings-on in the thread.

Just stopping in and realizing that my turn is up next.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 17, 2015, 08:08:19 pm**

Quote from: 4maskwolf on December 17, 2015, 03:28:30 pm
/me observes the goings-on in the thread.

Stay tuned for the thrilling sequel, /me wonders how the hell we're not dead yet.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Crashmaster** on **December 17, 2015, 11:29:20 pm**

Diary Of Mastercrasher Wiltedsmith; Early Spring

The new year is rung in with a block of granite. The second needed to separate the silk farm from the rest of the old fort. The farm is still open to the caverns however up near the ceiling.

[Spoiler](#) (click to show/hide)



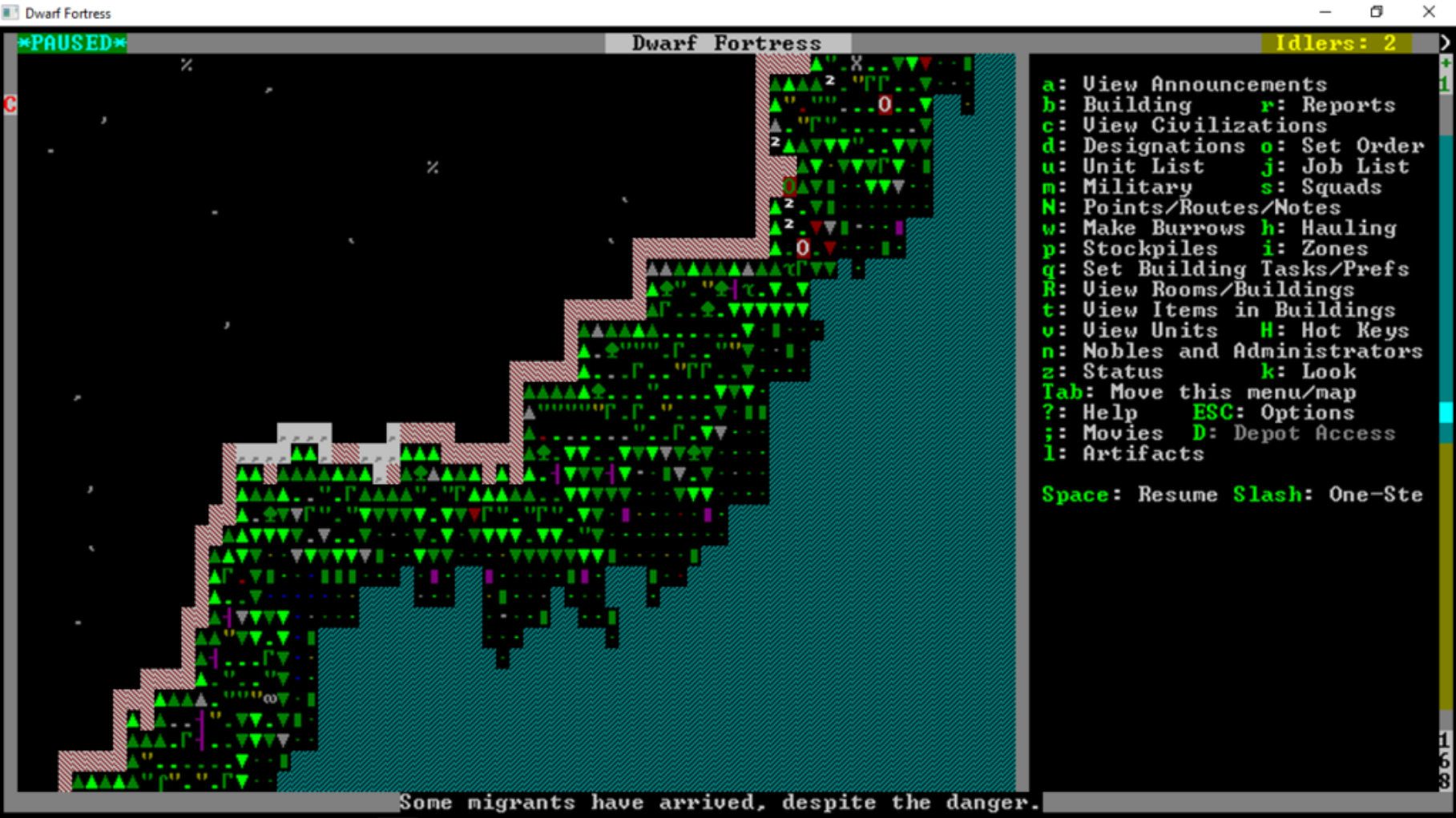
(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20297_zps9ixcslzs.png.html)
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20298_zpsprlkt7f.png.html)

The ill-fated farmer with the secret mood, Mosus, rises to joint the queue waiting for burial attention. Our miners have moved down and are preparing an area above the spire for extensive mining. Trapped or not, we still need wealth. Tekkud, one of the young has reached peasant-hood. The labor-pool needs all the beards it can get.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20305_zpstcszrgsa.png.html)

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 18, 2015, 01:24:57 am**

That poor pterodactyl(?)'s been through a lot :V

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Taupe** on **December 18, 2015, 02:18:41 pm**

I think mining the spire from the bottom up would be wise, in case someone inadvertantly hit a magma vein. Should that happen we'd just lose one unmined layer, rather than the whole thing.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 18, 2015, 04:33:20 pm**

Quote from: Taupe on December 18, 2015, 02:18:41 pm
I think mining the spire from the bottom up would be wise, in case someone inadvertantly hit a magma vein. Should that happen we'd just lose one unmined layer, rather than the whole thing.

Quote
someone

Quote
inadvertantly hit a magma vein

:*)

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Splint** on **December 18, 2015, 07:43:11 pm**

Can we name the cave dragon Franklin? I'm feeling it's a Franklin, even if it's a she.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Taupe** on **December 18, 2015, 10:33:07 pm**

Quote from: Splint on December 18, 2015, 07:43:11 pm
Can we name the cave dragon Franklin? I'm feeling it's a Franklin, even if it's a she.

She's just a dragon named Lyn that happens to be very honest and upfront.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Crashmaster** on **December 19, 2015, 02:40:00 pm**

Clobbermountains; Wait! I still function.

The first of what will be eight dwarves to arrive assesses the scene in a heartbeat and rushes to inspect a nearby slaughtered dwarven caravan's goods.

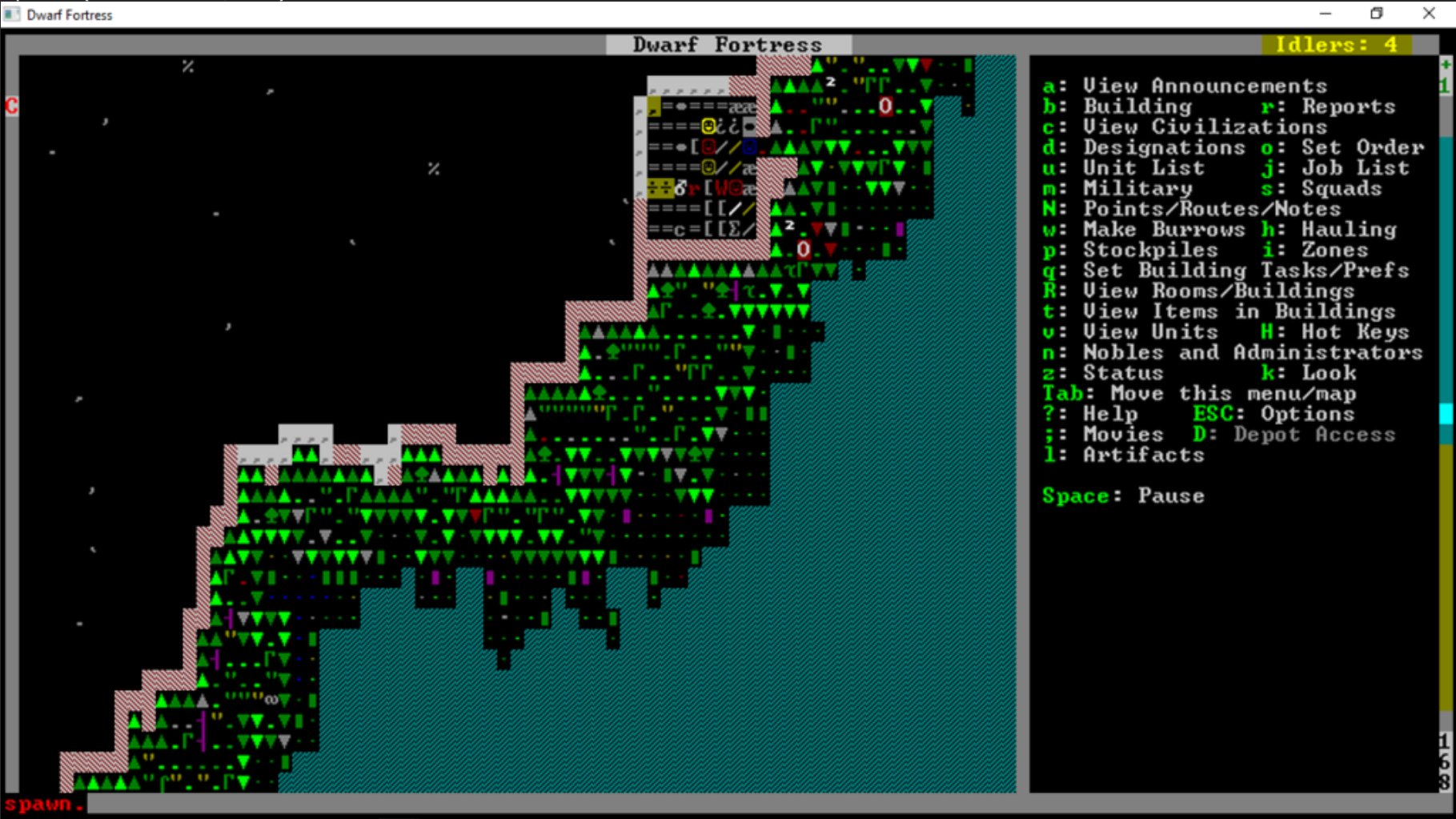
[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20307_zpss0syr6jb.png.html)

Amperzand returns and quickly digs into the soft silty clay loam. The rest haul as much usefull goods from the wrecked caravan as they dare.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20310_zpsjyfofnij.png.html)

With no sign of worsening danger the hole is expanded to accomadate more steel, seeds, weapons and armour. Nerves eventually overcome greed and the hole is walled off from the outside world.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20311_zpska3njaek.png.html)

Amperzand digs towards the sounds of dwarven foot traffic and connects in the last month of spring.

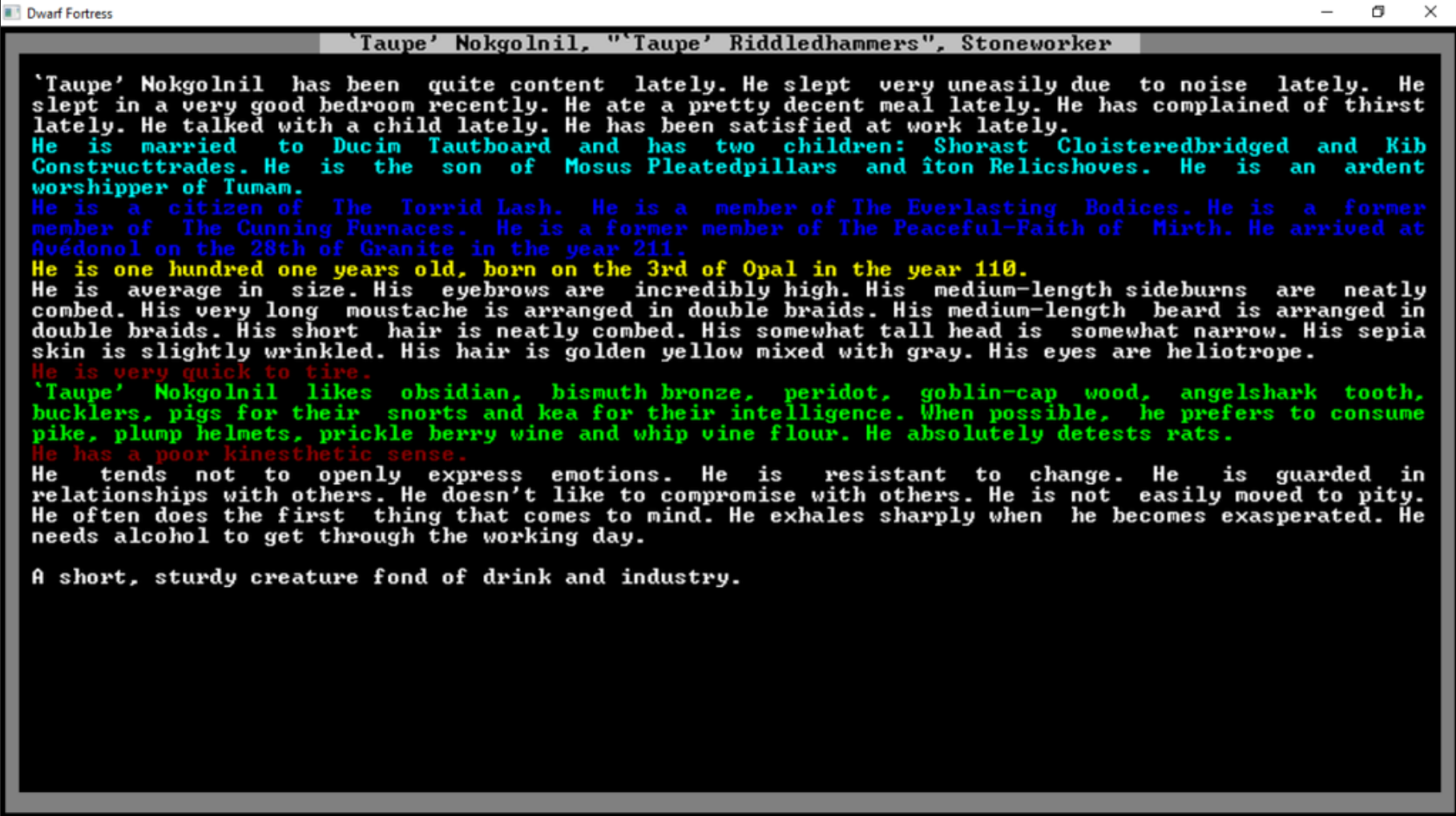
[Spoiler](#) (click to show/hide)



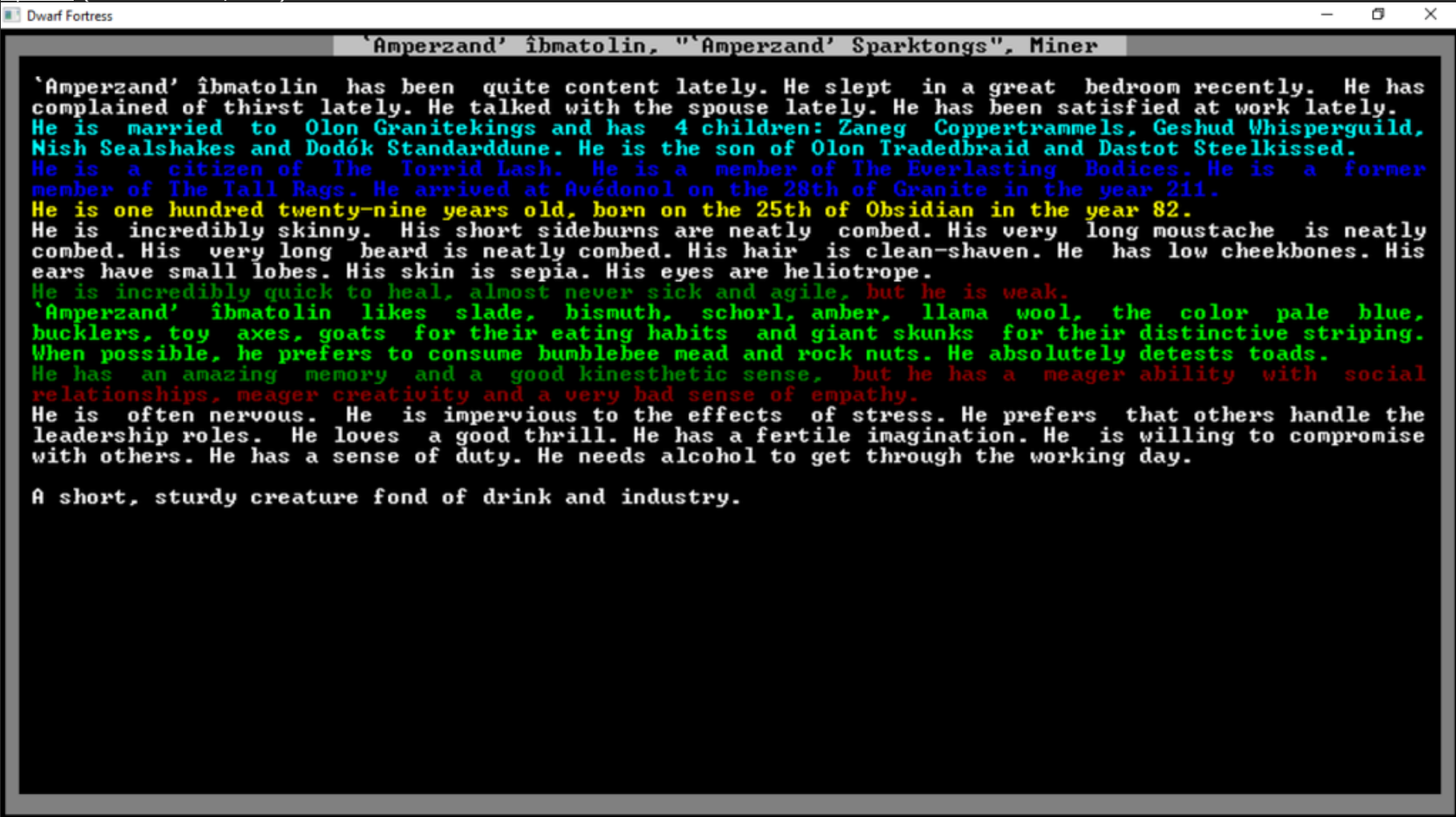
(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20313_zpsju1odjeb.png.html)

Dorfings;

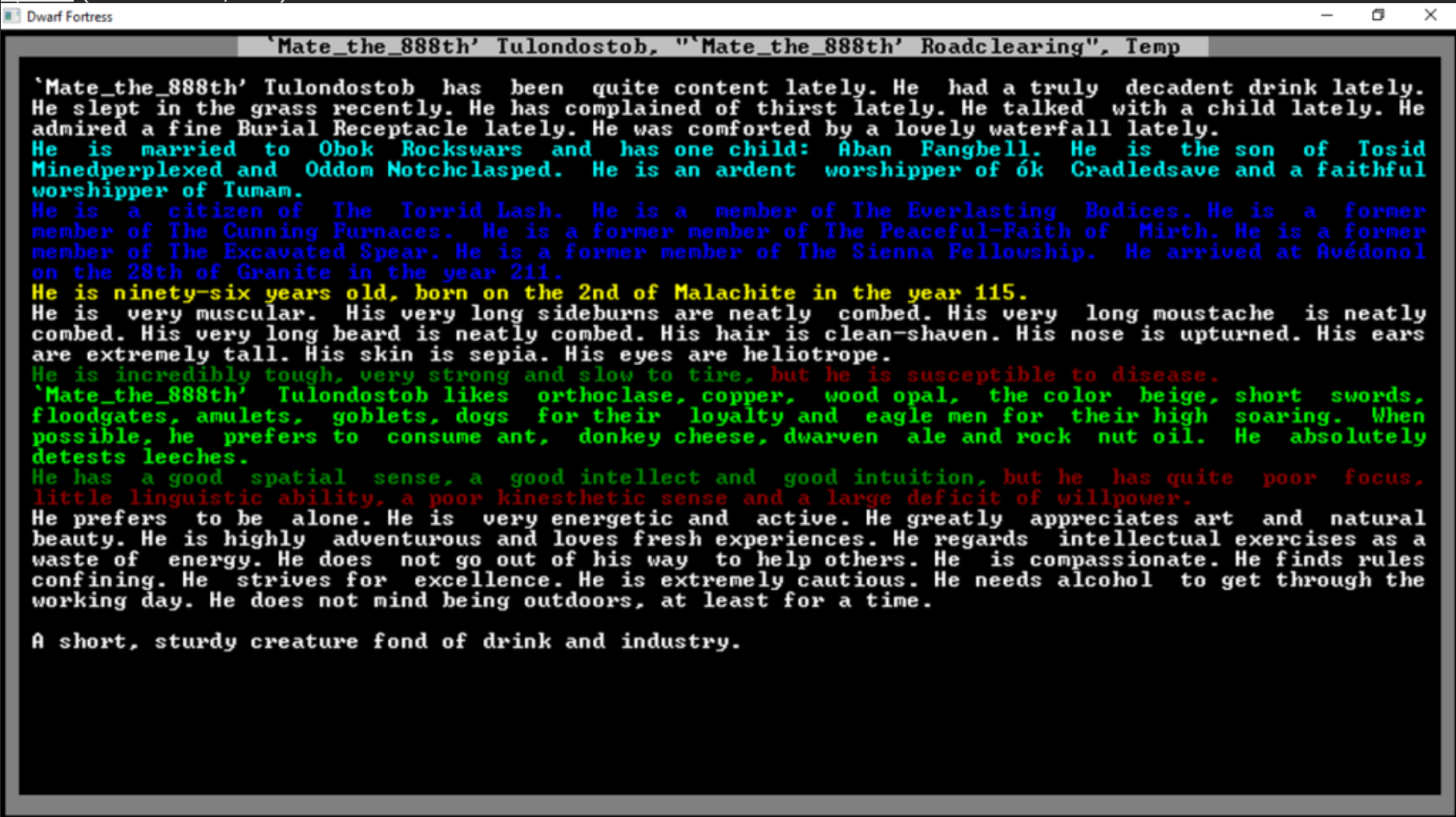
[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20342_zps3ge68dz2.png.html)
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20341_zpslp1eyzaf.png.html)
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20340_zps1e1mlz43.png.html)

In the fort we are making preparations for the first water pour to start cast obsidian inverse pyramid mining the adamantine ore spire. Holistic spawn arrive on the surface and the seasons turn to summer.

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20318_zpsojgaqdm.png.html)

I used this spot as a quantum dump; (accidentally wasted a bunch of dorfpower dumping stuff I didn't know was designated too)

Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20332_zps0xvscfnv.png.html)

Levers; refer to (N)otes.

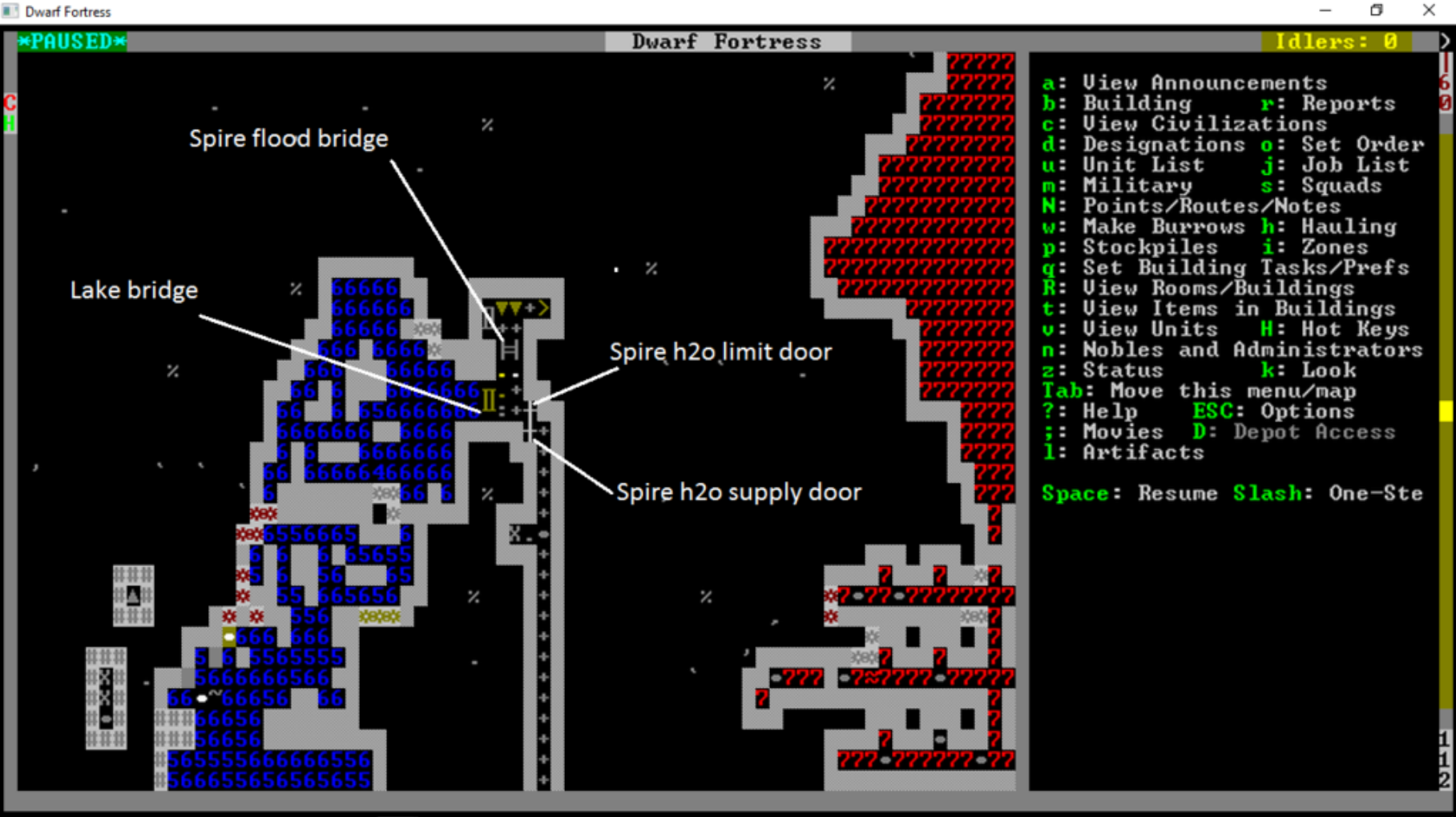
Spoiler (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20319_zpssykfeos4.png.html)

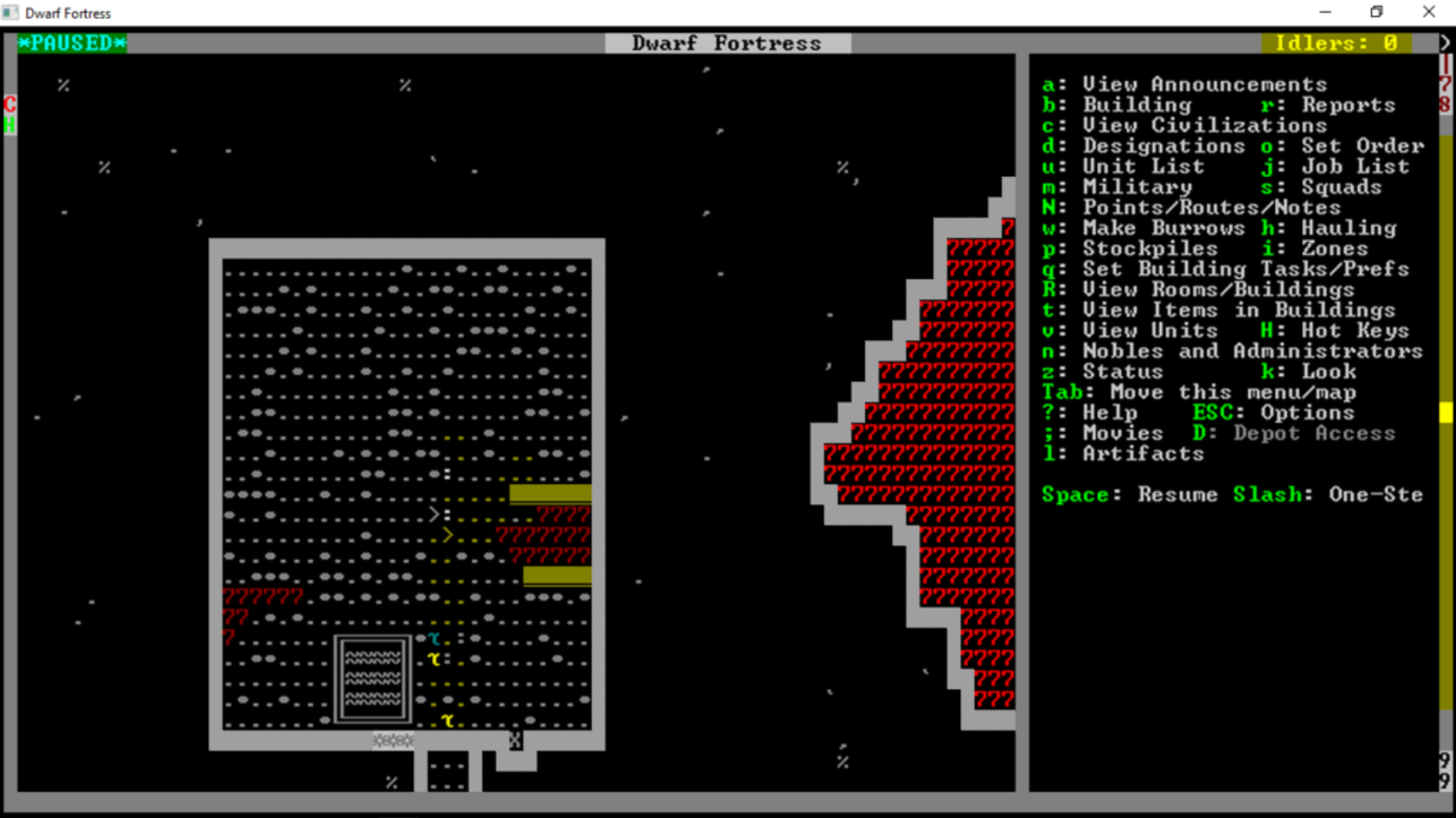
The lone blue lever in the room south of the dining room controls the bridge in the small tunnel to the north that connects our secure area with the rest of the cavern.
The group of four lower right in the small room;

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20334_zpsqspi2z7.png.html)

The top three in the small room; Waterfall power; obvious.
Spire h2o smasher; bridge to atom-smash excess water in top level of the inverse pyramid adamantine ore mining operation
[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20335_zpstpebpvqk.png.html)

Main h2o supply door; door to fortifications to what should be a safe water supply as it's forced up through grates. It is waiting on removal of the temporary safety hatch for one thing.

[Spoiler](#) (click to show/hide)

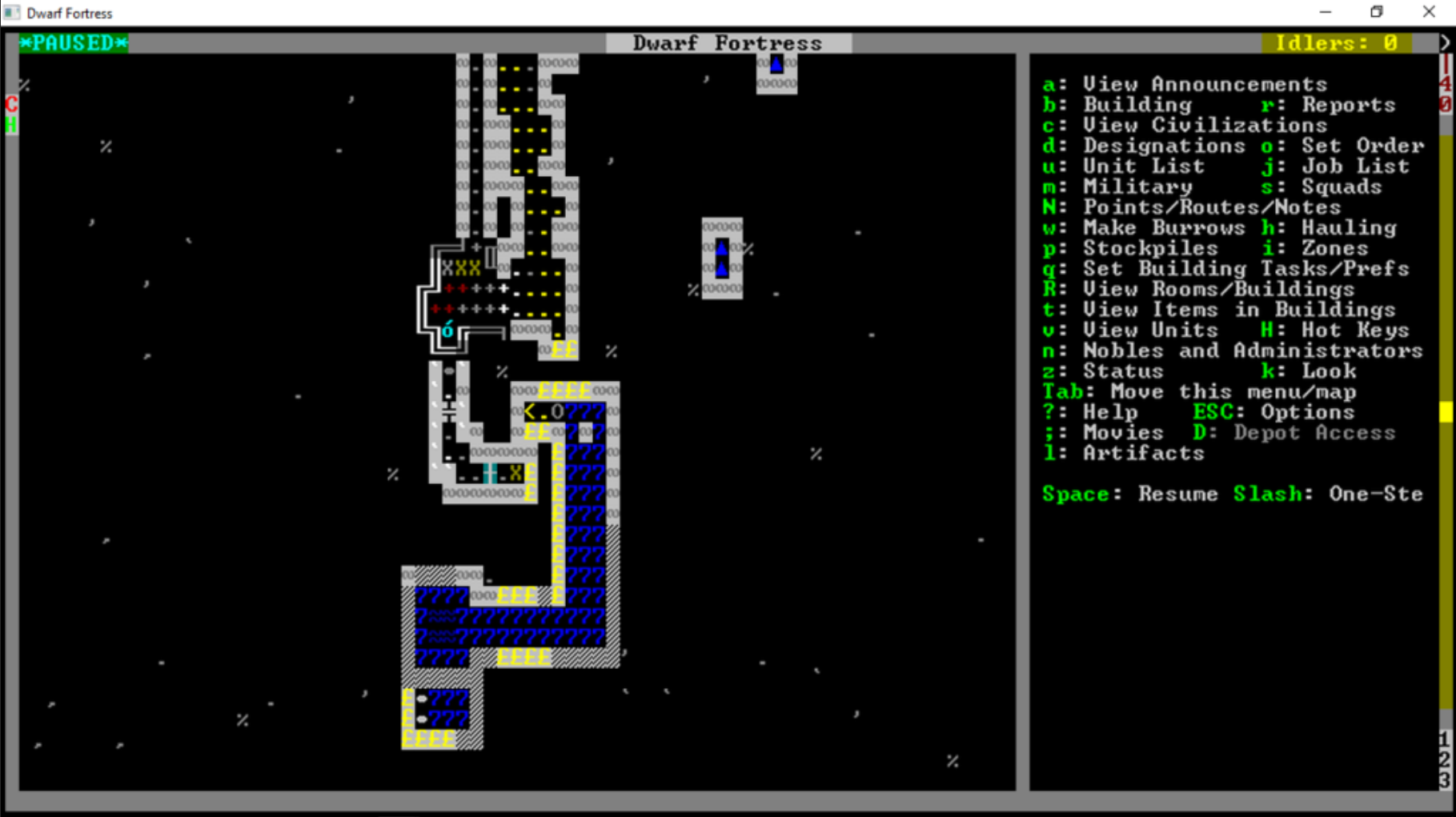


(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20321_zps0cy8odln.png.html)

Bringing us to projects;

The other thing is the bridge that controls the safe water supply is closed. Needs a volunteer to get walled in and throw the lever. Hopefully to return.

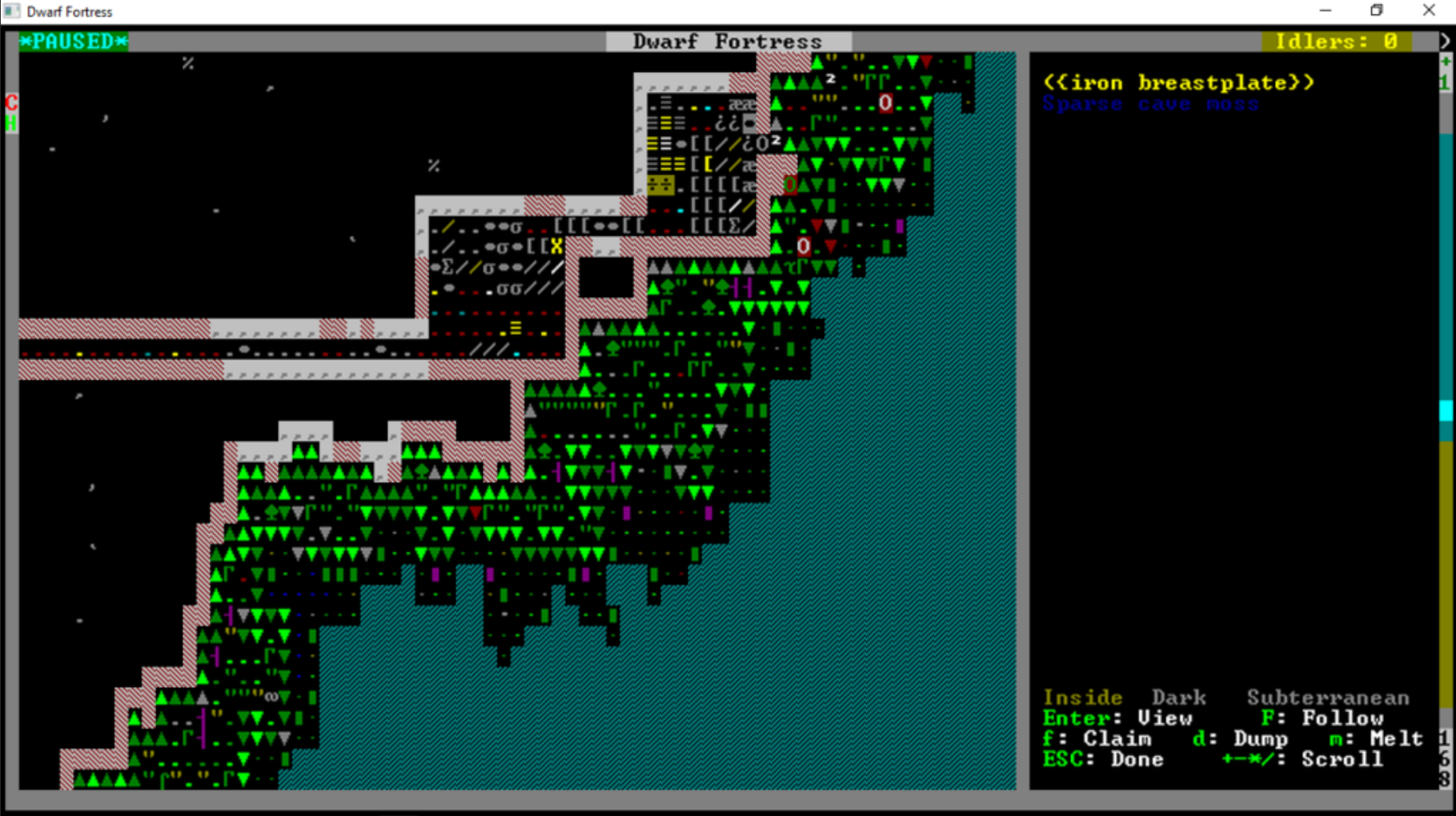
[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20322_zpsetbag3vo.png.html)

There's the FB silk farm to keep trying to recover and seal it off up at the ceiling or try to steal pig tail seeds from the old fort or outside. We really need clothes soon. There are a bunch of weapons and armour secured up near the surface as well as steel goods and we have an operational magma forge.

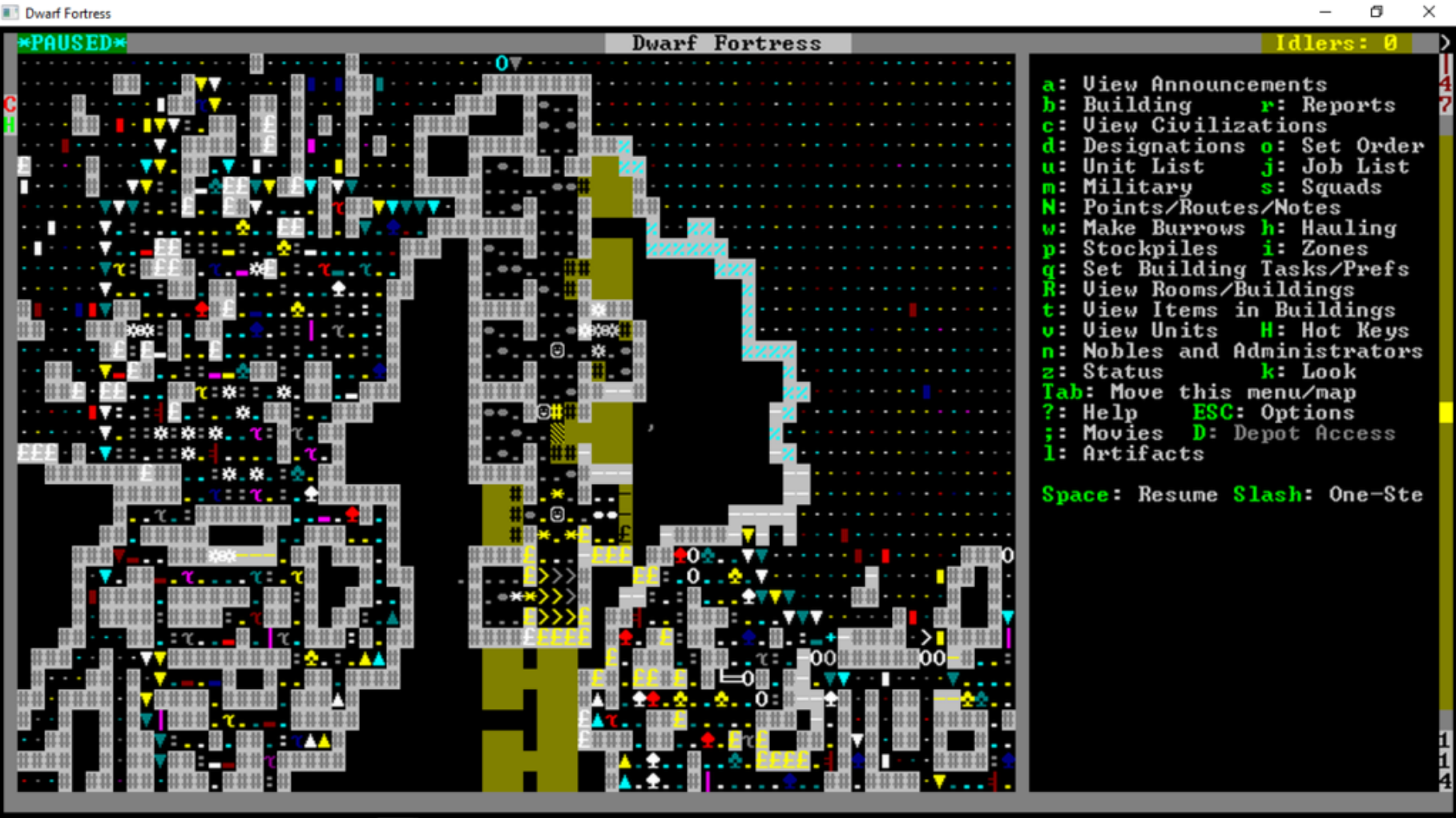
[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20330_zpsefk9pprd.png.html)

Sleeping quarters expansion is underway. Still a long way from being a real settlement.

[Spoiler](#) (click to show/hide)



(http://s715.photobucket.com/user/over9000/media/Clobbermountains/Screenshot%20320_zpsm6aweqrh.png.html)

Although we now have a cat. Rescued from the dead traders outside by the latest migrant wave it waits next to the cave dragon.

Save;

<http://dff.d.bay12games.com/file.php?id=11521>

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 19, 2015, 05:37:37 pm**

claps Excellent job, Crashmaster! Absolutely friggin' fabulous turn. I'll pardon the use of an atomsmasher since it isn't intended as a weapon. Will be PMing the next guy shortly.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Lolfail0009** on **December 20, 2015, 04:16:22 am**

We've really shifted this fort into a low gear; it's gonna be slow but holy fuck is it gonna keep going

Absolutely amazing turn, Crashmaster

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **DolosusDoleus** on **December 20, 2015, 04:20:01 pm**

Quickly catches up with the going-ons of the fortress

Damn guys, I'm impressed. I swear, this fort is like a cockroach. No matter what the world (or the players) throw at it, it absolutely refuses to die.

I'm really looking forward to my turn.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Mr Frog** on **December 20, 2015, 05:20:22 pm**

Quote from: [DolosusDoleus on December 20, 2015, 04:20:01 pm](#)

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I'm really looking forward to my turn.

Well, brace your anus, because it looks like you're up next if 4maskwolf doesn't get back to us in the next (checks) oh, let's say 24 hours and Aldraglienon doesn't check in sometime before then.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Taupe** on **December 20, 2015, 05:37:27 pm**

Quote from: [Mr Frog on December 20, 2015, 05:20:22 pm](#)

Quote from: [DolosusDoleus on December 20, 2015, 04:20:01 pm](#)

Quickly catches up with the going-ons of the fortress

Damn guys, I'm impressed. I swear, this fort is like a cockroach. No matter what the world (or the players) throw at it, it absolutely refuses to die.

I'm really looking forward to my turn.

Well, brace your anus, because it looks like you're up next if 4maskwolf doesn't get back to us in the next (checks) oh, let's say 24 hours and Aldraglienon doesn't check in sometime before then.

Don't get too comfortable in your overseer seat, we are still in a deadly arms race against Bean Sidhe Land.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**
Post by: **Aldraglienon** on **December 20, 2015, 11:13:53 pm**

I'm Still here and ready if 4maskwolf doesn't respond.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**

Post by: **Mr Frog** on **December 21, 2015, 01:04:40 am**

Quote from: Aldraglienon on December 20, 2015, 11:13:53 pm

I'm Still here and ready if 4maskwolf doesn't respond.

Yeah lol, I figured you were still lurking :p It'd probably better if you at least stayed signed in, though, because it makes it quicker to check how active you are. (i.e. by creeping on your forum profile)

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**

Post by: **Mr Frog** on **December 21, 2015, 06:55:39 pm**

Welp, 4maskwolf didn't show up. You're up, Al.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**

Post by: **Aldraglienon** on **December 21, 2015, 08:21:21 pm**

I have the save. I should post my initial reaction in a while.

Edit: I spent an hour just looking around this place is amazing. I have ok fps it averages around 17.

Edit v2:

My name is Kogan itdunmeng last year I came to Clobbermountain with the hope of finding work in the capital. It didn't turn out that way... Instead Thikut had to mine into the second cavern layer where we found the forts survivors. we were immediately put to work making the area more livable. At least, I found work. Yesterday Mastercrasher stepped down as Overseer. Some how it was decided I would be overseer. Well, it not so much a mystery. Crasher hadn't selected an replacement so His Gaudiness pointed in a direction and said the dwarf on the other end would be overseer. I was the unlucky dwarf.

Look over the Overseer's notes I have a couple things to do, finish the rooms Crasher was building, figure out how to work the obsidianization machine he was building, improve living conditions. Anything else can be worked on as I go.

Hematite 2nd: While I was still trying to sort through all this paper work and work on a mechanism His Gaudiness came over and mandated scepters. When I asked why, he asked if a was questioning his authority, of course I said no.

Hematite 6th: Look through all the paper work on jobs I discovered that their were still active orders for stuff in the old demon infested fort I thought it would be a good idea to mark these jobs as cancelled.

Hematite 9th: Though I am wary because the caverns are open. Collection of webs and wood is going well. I just pray to Ok Arbanekast that it doesn't bite us in the ass later.

Hematite 11th: Work on the new rooms is going well. Three of them have been completed. Otherwise things are going fine.

Hematite 12th: I was going through reports and discovered Mate the 888th was hunting bugbats in the caverns at first I was going to tell him to stop it. However, I checked our food stocks and decided to let him continue for now. He didn't actually bring anything back.

Hematite 19th: Things have been quiet for a while and work goes slowly. Other then the Spawns screaches being abnormally noisy. I order some area mined out for more stockpile because we are having problems with stuff building up in the workshops.

On the surface: They had been walk for so long their foot were sore and spirits down. One of them was sure the mountain home wasn't far but the rest weren't so sure. Suddenly they came upon a field of bone. What is all of this? I don't know but I don't think it means anything good. Suddenly a shadow comes from above... Their screams didn't last very long. Little Sarvesh Oddomidash was running as fast as she could the huge monsters were after her. She heard their horrible screams coming up behind her and she ran faster. for two days, she ran until finally one of them caught up with her and bit her. Her body stretched and warped causing utter agony. However, her new form didn't give her and advantage it only made the pain last a little bit longer. The great monstrosity above her simple kept beating away with it's pig tail fiber string until a single claw swipe shattered her black heart...

OOC: The migrants came on the right side of the map... Where all the spawn where flying around I don't even get a chance to save them.

Hematite 20th: While continuing trying to keep us alive for a little while longer, Erib came to me and said "I have figured out the perfect weapon to defeat the spawn!" With a look of annoyance I glanced up from my small sea of paper and asked, "What" Erib answered "Maces!" I just stared at him for a moment then said, "I thought pikes or axes were better at killing spawn." Erib glared and said, "I mandate that you have maces made IMMEDIATELY!" Not want to argue with the one person who can have me killed I just said, "Of course immediately." If you read this don't tell His Gaudiness but I am sure his insanity is going to get us killed.

Hematite 24th Zuglar just suddenly stopped in the middle of his engraving duties and ran down to the workshops and claimed a masonshop I hope he makes a really nice statue for his Gaudiness so he will quiet down about those rooms.

The first month of my Overseership has come to an end however the is still much to be done.

OOC: Before I try the obsidian mining I am going to need to go back and reread Crash's turn and figure out how it works. I also need to bring down all those steel and iron supplies from near the surface. then I need to figure out my next project. Oh and the reason their arn't any pictures is because I forgot to take any tomorrow I while try and remember that.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**

Post by: **Mr Frog** on **December 22, 2015, 12:01:09 am**

Quote from: Aldraglienon on December 21, 2015, 08:21:21 pm

I have the save. I should post my initial reaction in a while.
Edit: I spent an hour just looking around this place is amazing. I have ok fps it averages around 17.

Aw yeeeh. Welcome to our special hell.

Take care where you dig, I have this horrible feeling that we'll end up meeting our end because someone accidentally breaks into a Spawn-controlled area :V

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**

Post by: **Aldraglienon** on **December 22, 2015, 12:24:32 am**

Quote from: Mr Frog on December 22, 2015, 12:01:09 am

Quote from: Aldraglienon on December 21, 2015, 08:21:21 pm
I have the save. I should post my initial reaction in a while.
Edit: I spent an hour just looking around this place is amazing. I have ok fps it averages around 17.

Aw yeeeh. Welcome to our special hell.

Take care where you dig, I have this horrible feeling that we'll end up meeting our end because someone accidentally breaks into a Spawn-controlled area :V

Yah, there are tunnels all over the place. It took quiet awhile to figure out what we control and what was instant death.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**

Post by: **Splint** on **December 22, 2015, 12:27:51 am**

Quote from: Aldraglienon on December 22, 2015, 12:24:32 am

Yeah, there are tunnels all over the place. It took quiet awhile to figure out what we control and what was instant death.

You mean to say there's something that *isn't* instant death in this place?

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**

Post by: **Aldraglienon** on **December 22, 2015, 12:34:03 am**

Quote from: Splint on December 22, 2015, 12:27:51 am

Quote from: Aldraglienon on December 22, 2015, 12:24:32 am

Yeah, there are tunnels all over the place. It took quiet awhile to figure out what we control and what was instant death.

You mean to say there's something that *isn't* instant death in this place?

The spot we control is a slow death. But yes their isn't anywhere which doesn't cause death eventually.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**

Post by: **Mr Frog** on **December 22, 2015, 02:54:04 am**

Clobbermountains has become a literal death trap with an entirely-separate second fortress carefully constructed around it, where one must carefully take stock of both forts' layouts to determine whether a given area is safe for use before digging or opening up anything lest *the entire fort be immediately obliterated by demons*. This should go without saying, but y'all have completely surpassed all expectations I had for this place. *wipes away a tear*

@Aldrag: May I offer some critique on your writing? (Also, to everyone: for organisation purposes, I'd much prefer if fort updates are made into separate posts rather than being added onto an existing one, as I very nearly missed that last update.)

E: Put a notice in the thread title, since we seem to be running out of waiting players and I *really* don't want to have to scramble around for someone to take up the torch once Dolosus is done :V

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**

Post by: **Aldraglienon** on **December 22, 2015, 09:23:24 pm**

Quote from: Mr Frog on December 22, 2015, 02:54:04 am

@Aldrag: May I offer some critique on your writing?

Yes, please. Writing is something I have had problems with for a long time.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**

Post by: **DolosusDoleus** on **December 23, 2015, 01:18:23 am**

Quote from: Mr Frog on December 22, 2015, 02:54:04 am

E: Put a notice in the thread title, since we seem to be running out of waiting players and I *really* don't want to have to scramble around for someone to take up the torch once Dolosus is done :V

Even if no one shows up after I take my turn, we have a great opportunity for an absolutely amazing player-induced death.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory!**

Post by: **Mr Frog** on **December 23, 2015, 03:58:03 am**

Quote from: Aldraglienon on December 22, 2015, 09:23:24 pm

Quote from: Mr Frog on December 22, 2015, 02:54:04 am

@Aldrag: May I offer some critique on your writing?

Yes, please. Writing is something I have had problems with for a long time.

Okliedoklie. This is the first critique I've done in a long long time, lol:

Spoiler: brace thyself, I am notoriously-savage (click to show/hide)

Quote

My name is Kogan itdunmeng last year I came to Clobbermountain with

You need some kind of punctuation after the name, in order to separate the the two clauses; I personally would recommend either a period or a semicolon, since the two statements don't really lead into each other (like, they'd each work as a standalone statement).

Quote

My name is Kogan itdunmeng last year I came to Clobbermountain with the hope of finding work in the capital. It didn't turn out that way... Instead Thikut had to mine into the second cavern layer where we found the forts survivors. we were immediately put to work making the area more livable. At least, I found work.

I actually think the first sentence, grammatical issues aside, is a really strong opener, since it immediately establishes why the character is here. Good job!

However, there's context missing before this bit:

Quote

Instead Thikut had to mine into [...]

You didn't actually explain *why* you had to mine into the second cavern layer. Admittedly, we -- the readers -- know quite well at this point that it was because the surface is swarming with Greater Spawn, but this is supposed to be written from an in-character perspective, so the omission of important data like that feels very odd. Always ask yourself: "does this make sense, or do I have to establish more context earlier?"

Quote

Yesterday Mastercrasher stepped down as Overseer. **Some how** it was decided I would be overseer. Well, **it not so much** a mystery. Crasher hadn't selected an replacement so His Gaudiness pointed in a direction and said the dwarf on the other end would be overseer. I was the unlucky dwarf.

Copyediting issues (which I bolded) aside, this is still pretty good. Continues on the chain of events after they found the bunker and establishes why your dwarf became leader (it's a bit silly but that's kind of how succession forts roll so :V). That said, this bit:

Quote
Some how it was decided I would be overseer. Well, **it not so much** a mystery.

Feels a bit strange to me, since your dwarf indicates that he's unaware of how ("somehow") he was picked as Overseer but then in the next sentence contradicts that by explaining *exactly* how he was picked. Be mindful about logical contradictions -- they'll jar a reader right out of the story with frightening speed. Maybe something that would have worked better could be:

Quote
Yesterday Mastercrasher stepped down as Overseer, and it looks like it's been decided that I'm next in line. Crasher hadn't selected a replacement for some reason, so His Gaudiness pointed in a direction and said the dwarf on the other end would be overseer. I was the unlucky dwarf. This place is bizarre.

This communicates the dwarf's bafflement without them contradicting themselves. Additionally, since the first two sentences had the same topic, to wit who had the position of Overseer, I connected them together so the passage would flow better.

Quote
Look over the Overseer's notes I have a couple things to do, finish the rooms Crasher was building,

Still doing pretty good on the characterisation front -- now you've established the dwarf's goals. However, there should be a colon (:) instead of a comma there, since it's starting off a list.

Quote
Hematite 2nd: While I was still trying to sort through all this paper work and work on a mechanism His Gaudiness came over and mandated scepters. When I asked why, he asked if I was questioning his authority, of course I said no.

This needs more structuring and some punctuation work. I'd personally recommend putting the date on a separate line, since it isn't really a part of the paragraph semantically and to smooth out the visual pacing a bit.

There should be a comma between "mechanism" and "his Gaudiness", since the first bit is supplementary to the following sentence. Additionally, there should be a semicolon instead of a period between "authority" and "of course", since "of course" is simply an emphasiser here and does not semantically affect the rest of the sentence ("I said no"), which is a standalone statement.

Also, while your spelling is generally very good, I keep seeing weird typos like "a" instead of "I", which leads me to think that you're typing too quickly without giving yourself time to really think about which words you're trying to write.

Quote
Hematite 9th: Though I am wary because the caverns are open. Collection of webs and wood is going well. I just pray to Ok Arbanekast that it doesn't bite us in the ass later.

Comma instead of a period between "open" and "collection". The word "though" at the start indicates that the clause is intended as providing supplementary information to a following clause (which it is) but then the sentence ends right there, leaving the "though" hanging. Think of words like "despite", "though", "because", etc. when you begin a sentence with them as basically 'throwing' the rest of the clause to another sentence, with the clause after the comma 'catching' it.

The prayer is a good touch; it gives additional characterisation to the dwarf.

Quote
I was going through reports and discovered Mate the 888th was hunting bugbats in the caverns at first I was going to tell him to stop it.

Semicolon between "caverns" and "at first".

Quote
Things have been quiet for a while and work goes slowly. Other than the Spawns screeches being abnormally noisy.

Comma instead of a period here, since the second statement is directly referring to the first (think about it this way: the statement "Other than the spawn's screeches being abnormally noisy" doesn't make much sense on its own, since the 'other than' implies that the statement is a possible contradictory factor to something that was previously said but nothing was actually said before it, and sentences have to be self-contained).

Quote
On the surface: They had been walk for so long their foot were sore and spirits down. One of them was sure the mountain home wasn't far but the rest weren't so sure. Suddenly they came upon a field of bone.
What is all of this? I don't know but I don't think it means anything good.

You have good ideas going here, but this bit is kind of a mess. I'm not sure what exactly you intended this to be; you abruptly switched to a third-person omniscient narrator (i.e. one who knows everyone's thoughts and actions) before switching back to first-person narration (i.e. from the point of view of and actual person in the story whose knowledge is limited to their own perception), all without any sort of cue that the framing device (i.e. the in-story medium that the story is told through, in this case a diary) had changed, which makes this very confusing. It looks like your dwarf, while still sitting in the fortress writing in their diary, somehow knew exactly what the people up above had been doing before arriving. Additionally, the use of a blunt stage cue to indicate that this is happening topside is a bit jarring.

I think a better way of doing it would have been to insert a horizontal rule ((hr), square brackets instead of round obviously) before and after the part where you describe what's happening on the surface, to separate it from the surrounding narration and thus indicate that it's not actually part of what your dwarf is writing in the diary, and maybe slip a contextual cue directly in the narration to indicate that it is happening above ground, although it's not really necessary here in my opinion. Remove your dwarf's commentary entirely, since it doesn't belong with the rest of the passage. Sort of like this:

Quote
Hematite 19th: Things have been quiet for a while and work goes slowly. Other than the Spawns screeches being abnormally noisy. I order some area mined out for more stockpile because we are having problems with stuff building up in the workshops.

They had been walk for so long their foot were sore and spirits down. One of them was sure the mountain home wasn't far but the rest weren't so sure. Suddenly they came upon a field of bone.
Suddenly a shadow comes from above... Their screams didn't last very long.
Little Sarvesh Oddomidash was running as fast as she could the huge monsters were after her. She heard their horrible screams coming up behind her and she ran faster. for two days, she ran until finally one of them caught up with her and bit her. Her body stretched and warped causing utter agony. However, her new form didn't give her and advantage it only made the pain last a little bit longer. The great monstrosity above her simple kept beating away with it's pig tail fiber string until a single claw swipe shattered her black heart...

OOC: The migrants came on the right side of the map... Where all the spawn where flying around I don't even get a chance to save them.

Hematite 20th: While continuing trying to keep us alive for a little while longer, Erib came to me and said "I have figured out the perfect weapon to defeat the spawn!" With a look of annoyance I glanced up from my small sea of paper and asked, "What"

(sic)

The actual content is honestly pretty well-written, though (typos and punctuation issues aside), so good job.

Quote
Hematite 20th: While continuing trying to keep us alive for a little while longer, Erib came to me

You should specify *who* is trying to keep us alive here, since I'm honestly not sure if you're referring to yourself or Erib here. Also, you might want to be a bit more specific regarding what exactly you are doing to keep us alive. Always ask yourself, "does this leave anything unclear that the reader might like to know?"

Quote
If you read this don't tell His Gaudiness but I am sure his insanity is going to get us killed.

This struck me as a bit odd, since the diary had up to this point not been addressed to anyone in particular, but now you're talking to a

specific person. "If anyone reads this," would fit better, since it also isn't addressing anyone in particular, like the rest of the narration.

Quote
Zuglar just suddenly stopped in the middle of his engraving duties and ran down to the workshops and claimed a masonshop I hope he makes a really nice statue for his Gaudiness so he will quiet down about those rooms.

Giving the dwarf's thoughts on things -- good, good. Period between "masonshop" and "I".

Quote
The first month of my Overseership has come to an end however the is still much to be done.

I feel like this should have had a date before it, since time by definition had passed between it and the previous entry.

That's pretty much all of my major concerns for this that I noticed, aside from some typos which I see no reason to make an exhaustive list of. I'd recommend that, before posting an update, you save it in a text file of some sort, then re-read it after waiting an hour to clear your head -- it'll make it easier to catch any typos, as well as any bits that don't quite make sense.

Don't fret too much about the punctuation issues -- it'll come eventually with practice so long as you put in a concerted effort to identify what should be used when.

Hope at least some of it's helpful, lol.

Quote from: DolosusDoleus on December 23, 2015, 01:18:23 am
Quote from: Mr Frog on December 22, 2015, 02:54:04 am
E: Put a notice in the thread title, since we seem to be running out of waiting players and I *really* don't want to have to scramble around for someone to take up the torch once Dolosus is done :V
Even if no one shows up after I take my turn, we have a great opportunity for an absolutely amazing player-induced death.

I'd prefer to avoid intentional suicide if at all possible :V I'd be pretty embarrassed tbh, since one of the reasons I made such a brutal fort was so that the fort would actually be able to run its course instead of just kinda continuing on forever until we get bored.

E: Made an actual honest-to-christ mistake in one of the "fixes" I suggested in the critique :V That's all fixed'd up now.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **DolosusDoleus** on **December 23, 2015, 04:17:58 pm**

Question: Do we have a system set up for killing banshees yet? Because if not and the greater spawn all die, we are boned.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Taupe** on **December 23, 2015, 06:20:48 pm**

Quote from: DolosusDoleus on December 23, 2015, 04:17:58 pm
Question: Do we have a system set up for killing banshees yet? Because if not and the greater spawn all die, we are boned.
Just... dig into **SuperHell?** Assuming such a thing exists.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **DolosusDoleus** on **December 23, 2015, 06:38:46 pm**

Quote from: Taupe on December 23, 2015, 06:20:48 pm
Quote from: DolosusDoleus on December 23, 2015, 04:17:58 pm
Question: Do we have a system set up for killing banshees yet? Because if not and the greater spawn all die, we are boned.
Just... dig into **SuperHell?** Assuming such a thing exists.

Yes, of course! Then we can throw the *Greatest Spawn* at our enemies!

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **mikethete** on **December 23, 2015, 07:36:16 pm**

I'm requesting a re-dwarfing, hopefully this time It will last :P.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Aldraglienon** on **December 24, 2015, 01:19:27 am**

Quote from: mikethete on December 23, 2015, 07:36:16 pm
I'm requesting a re-dwarfing, hopefully this time It will last :P.
Would you just like a random dwarf or someone specific?

Also I'm probably not going to be able to get the next write up out today. Baring real life I should be able to have it finished by tomorrow.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Mr Frog** on **December 24, 2015, 06:19:54 am**

Quote from: Aldraglienon on December 24, 2015, 01:19:27 am
Quote from: mikethete on December 23, 2015, 07:36:16 pm
I'm requesting a re-dwarfing, hopefully this time It will last :P.
Would you just like a random dwarf or someone specific?
Also I'm probably not going to be able to get the next write up out today. Baring real life I should be able to have it finished by tomorrow.

Okiedokie. Don't feel the need to rush updates out, lol. As long as you keep in touch I'm pretty much good with whatever schedule works best for you (within reason).

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Aldraglienon** on **December 26, 2015, 10:55:48 am**

Sorry about the delay guys, Spawn Claus was hunting me finally gave it the slip.

Malachite 3rd:
When I went to check on Zuglar, I discovered that he hadn't started his project because he was missing cloth. Checking the fort's stores, we only had silk cloth which means he needs plant fiber cloth. Not wanting to try and break back into the old fort for cloth, I tried to come up with other solutions. It occurred to me we might be able to find pig tail, if we gathered from the wild shrubs in our cavern. Sure enough we managed to find pig tails so I order the construction of a farmers workshop to process the pig tails at.

Malachite 11th:
The farmer's workshop has been completed and orders have been put in for the pig tails to be processed Also, to the North-west of the cavern, living mushroom men were spotted.

Spoiler (click to show/hide)

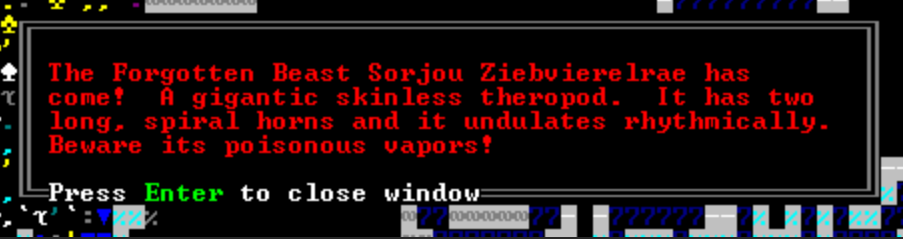


Malachite 17th:
One of the 4 children in the fortress, Adil has reached adulthood. He is a welcome extra hand.

Malachite 19th:
It's quite busy around here so it is taking awhile for someone to get to processing the pig tails. While we wait, I tell out masons to make cabinets for everyone's rooms.

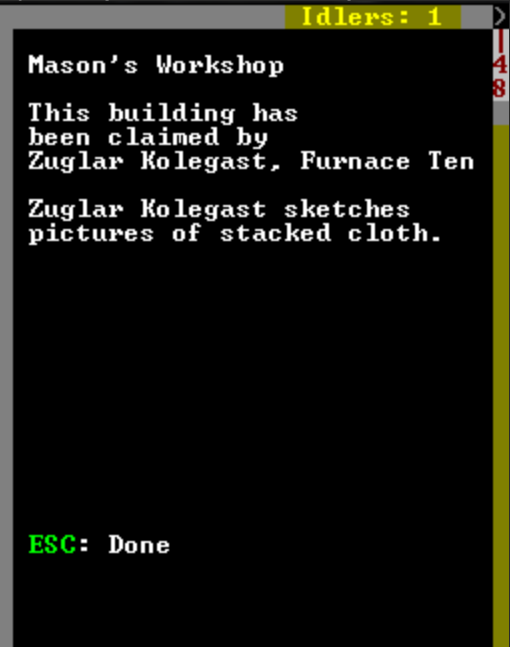
Malachite 25th:
A few days ago, while still waiting for the pig tails to be processed, discovered that not very many people were actually told to farm. Because our food stocks were dipping, I found out, who didn't have very many specialized labors and told them to get farming. The new farmers were also told to make a small plot for pig tails as well. Later in the day, we heard the sounds of a new forgotten beast in the caverns above us but we arn't connected to the caverns above so we don't need to worry about it.

Spoiler (click to show/hide)



Malachite 27th:
There is a problem although the pigtails have been made into cloth zuglar hasn't gone and gotten any. Then, I remembered there is a third kind of cloth, wool. I know that there is a potential for zuglar to go berserk. If he is unable to complete his artifact, so I order the workshop to be walled off.

Spoiler (click to show/hide)



Galena 4th:
What should have been a few quick walls has turned into a giant fiasco. First zuglar's workshop is right next to 2 other one's which means we needed to deconstruct them. When we tried to put up the walls, I received word there was stuff in the way. When I went and looked, I discovered a giant pile of stuff right in between zuglar's workshop and another. There was no way we were going to be able to move it all in time. We could always get it back later anyways so I ordered the two workshops which would be in the way of moving walls around the pile. When I gave that order, I didn't realize how much stuff was in the workshops. The entire area was covered in mechanisms and various wooden products. All of this has significantly delayed putting up the walls.

Spoiler (click to show/hide)



Spoiler (click to show/hide)

Idlers: 1

Mastercrasher' Othôseshtân,

sandy clay

*phyllite figurine of Symdoh

≡gabbro figurine of Erib Cat

≡rhyolite mug≡

≡rhyolite mug≡

≡microcline bracelet≡

≡rhyolite mug≡

gabbro

gabbro

(maple shield)

basalt

basalt

goblin-cap logs

tower-cap logs

spore tree logs

nether-cap logs

blood thorn logs

spore tree logs

gabbro

tunnel tube logs

phyllite

-fungiwood wheelbarrow-

phyllite blocks

goblin-cap shield

basalt blocks

cave spider silk cloth

-giant cave spider silk clot

gabbro

cave spider silk cloth

quartzite

cave spider silk cloth

≡goblin-cap earring≡

goblin-cap amulet

≡fungiwood scepter≡

gabbro

gabbro

nether-cap shield

rhyolite

gabbro

basalt

basalt

+tower-cap shield+

basalt

basalt crown

andesite mechanisms

gabbro earring

gabbro bracelet

basalt earring

-andesite amulet-

gabbro scepter

+tunnel tube bed+

cave spider silk coat

quartzite

microcline

quartzite

gabbro figurine of a dwarf

cinnabar earring

-cave spider silk coat-

basalt

microcline

cinnabar

basalt figurine of a dwarf

+microcline bracelet+

cave spider silk trousers

pig tail fiber cloth

basalt Cavern Floor

Inside Dark Subterranean

Enter: View F: Follow

ESC: Done +*/: Scroll

Galena 12th:
(I will be doing this entire section in ooc)
A human caravan came in the south-east corner right below where the greater spawn love to fly around.

despite being right below the spawn the humans actually managed to survive pretty well for a little while.
Spoiler (click to show/hide)

while the Greater spawn are chasing around the last trader and his horse a spawn ambush shows up.
Spoiler (click to show/hide)



Spoiler (click to show/hide)



Only one of the greater spawn break off from chasing the trader to go after the normal spawn. They actually manage to do fairly well(note that gs didn't have the flashing wounded mark so probably didn't have many injuries before attacking the spawn didn't think to get a screenshot of before the engagement)

Spoiler (click to show/hide)



After noticing how injured that spawn was I decided to go check some of the others and discovered except for a few most of the spawn had incredible injuries.

Spoiler (click to show/hide)

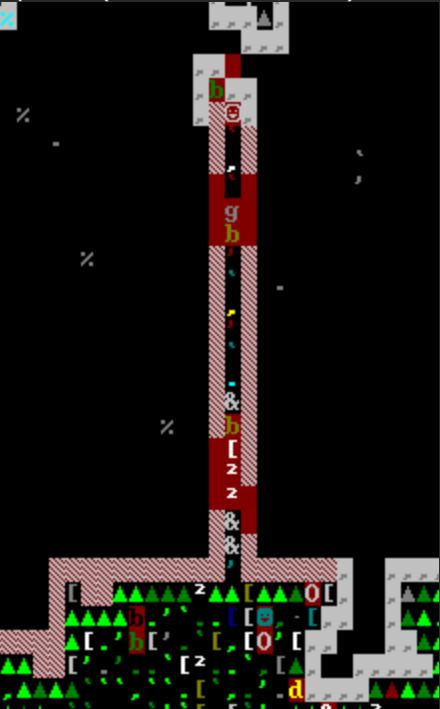


Spoiler (click to show/hide)



However 3 more greater spawn show up and join the battle. About this time I notice their are a lot of idlers and quickly go and make a couple new stockpiles because all the old one were full.

from about Galena 16th to the 20th the two sides duke it out and only two of the normal spawn die of the five original spawn 2 are elite wrestlers so it isn't that surprising their doing well. Then another spawn ambush shows up in a small tunnel into the main entrance
[Spoiler \(click to show/hide\)](#)



only 3 of the 5 in this second ambush enter first and engage the 5 gs in their by the time the other two show up two of the spawn are already dead
[Spoiler \(click to show/hide\)](#)



while the last three of the second ambush engage the spawn int the main entrance the other 3 spawn from the original ambush final are ripped to shreds. the other group doesn't take much longer. All of this finally ends on the 24th of Galena

Galena 24th:

When I went down to the workshops to check up on the clean up operations while giving instructions for the new stockpiles I noticed that Zuglar was gone. Baffled and confused, I looked around until I saw him mopping in the dining hall, At least he didn't go berzerk. Everyone was told to bring down the walls then continue the clean up.

Limestone 1st:

This morning, I went down to check up on the clean up operation and on the way, I discovered that a lot of stuff was missing from the new stockpiles.

When I rounded the corner to the clean up area, I saw all the supplies had been piled up right next to the mason's workshop.

No one admitted to the act but crafts and furniture don't move on their own.

[Spoiler \(click to show/hide\)](#)



[Spoiler \(click to show/hide\)](#)



OOC: I think saving the world then opening it back up has something to do with this because this happened in between the day before when I did Galena 24th and the day after it. I will know when I load the world next.

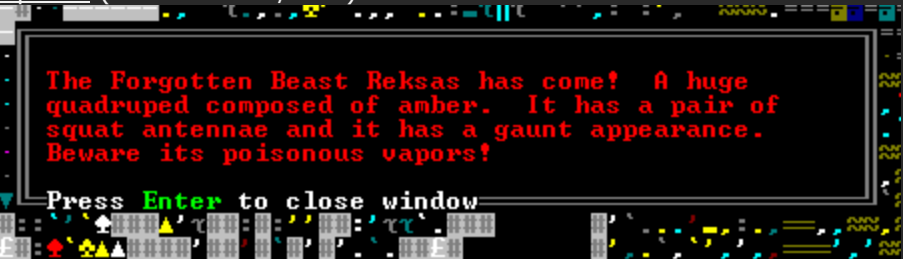
Limestone 9th:

When the last migrant wave mined their way down to us, they stockpiled a large amount of iron from the surface in their entrance. I have had stockpiles for bars and equipment made down in the caverns and ordered the iron to be reclaimed.

Limestone 12th:

We finally manage to get the first wave of iron down from the surface. The few dwarves which stayed down informed me that a forgotten beast could be heard in the caverns on our level. Fortunately, I had the bridge to the caverns closed awhile ago so we don't need to worry about it right now.

[Spoiler \(click to show/hide\)](#)

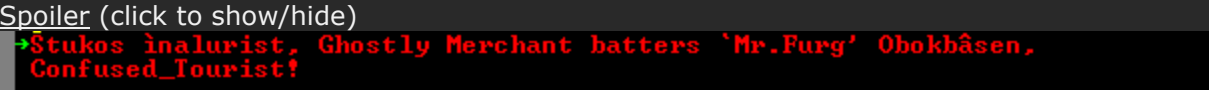


Sandstone 5th:
It takes forever to get from the caverns to the surface! The iron is so heavy that it is making progress slow at best. Once I got back from helping haul down the latest batch. I was informed that Kib had taken a craftdwarf workshop. That's good we good need some cheering up after the failed artifact.

Sandstone 9th:
When I got back down from the last shipment of iron, I asked how Kib was doing. I was informed that he was making drawings of cloth. Checking the stockpiles confirmed what I thought. We still have some silk cloth and we also have plant cloth, which means Kib needs wool. I was angry but not at Kib just angry that their wasn't anything we could do.

Sandstone 16th:
While taking a break from the back breaking labor of hauling iron and getting a bite to eat, I discovered Zuglar slumped over in the lever room. He was dead from dehydration. I asked one of the mason's to go and make him a coffin and got back to my work.

Sandstone 17th:
While talking with our carpenter about making some bins for all the stuff, we had brought down. I heard a loud commotion from over in the direction of the stairwell to the surface. Apparently a ghostly merchant had risen and while Mr Frug was eating had attacked him.



It ripped his left leg off_
He is now resting in one of the beds. The bleeding has stopped, so we think he will recover. He will never walk without a crutch again, however. Right after pieced together, what happened from the witnesses, I order the construction of a memorial to the ghost.

Sandstone 23th:
The slab was placed in the same room as the incident and our nasty ethereal visiter has moved on.

Sandstone 24th:
OOC: A migrant wave arrived and I managed to get them to pick up a pick and gather near where I wanted them to mine into the fortress from, however they just sat there for two days and when they finally were willing to do the mining the spawn showed up and killed them all.



Timber 6th:
For 2 months, we have been hauling iron down from the surface. Today, we have finally completed that project. Now, I am think of trying to finish off the last overseers project. A machine to obsidianize the lave next to the adamantine spire so we can safely mine it. He wanted to try and send a dwarf into the old fortress to flick a lever to open the door blocking the water but ask far as I can tell we only need to wire up the door and open it to the system so I don't know why we should risk going into the old fort.

[Spoiler \(click to show/hide\)](#)



Timber 17th:

OOC: A dwarven caravan showed up on the west side of the map and just sat their and the spawn who like to gather to the south east just ignored them.

Spoiler (click to show/hide)



Yah I forgot to crop this one, the traders are in the upper left corner

Timber 20th:

OOC: A banshee ambush showed up in the south east corner... right below the spawn. They didn't stay long in this world.

Spoiler (click to show/hide)



Timber 23rd:

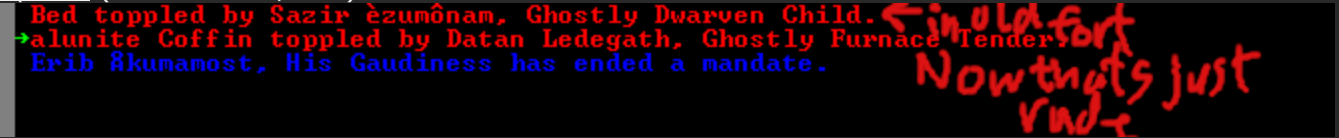
I was going around and making sure everything was going well around the fort, while waiting for the door and hatch to be linked up.

Suddenly babbling came from over where Kib was sitting in the craftsdwarf workshop. It wasn't hard to figure out he had finally gone mad. I just hung my head in shame.

Timber 24th:

Today 3 new ghost showed up while I immediately order memorials engraved one of the ghosts over knocked one of the coffins. While, I understand you want your eternal rest. You don't need to be an asshole to others who are resting about it.

Spoiler (click to show/hide)



OOC: Another banshee ambush showed up in the tunnel to the main gate and the spawn in there came down and began fight them. The banshee's didn't win obviously

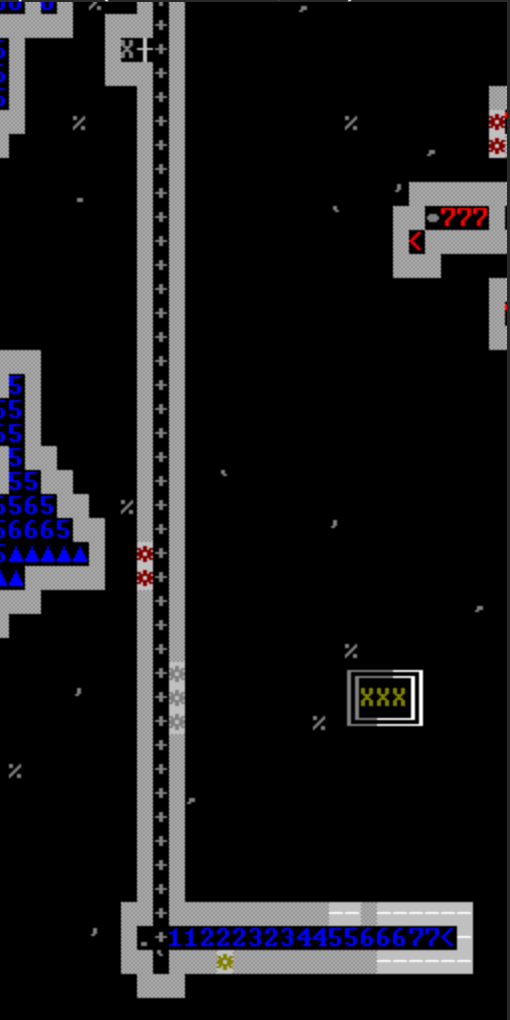
Timber 27th:

While having one of the memorials for the ghosts we have put up, another one showed up. After sighing deeply, I had him added to the queue.

Moonstone 7th:

Now, that the ghost had been dealt with, I ordered the lever which would give us access to infinite water pulled. It looks all fine. I should be able to get the machine up and running just as soon as the water fills up the tunnel.

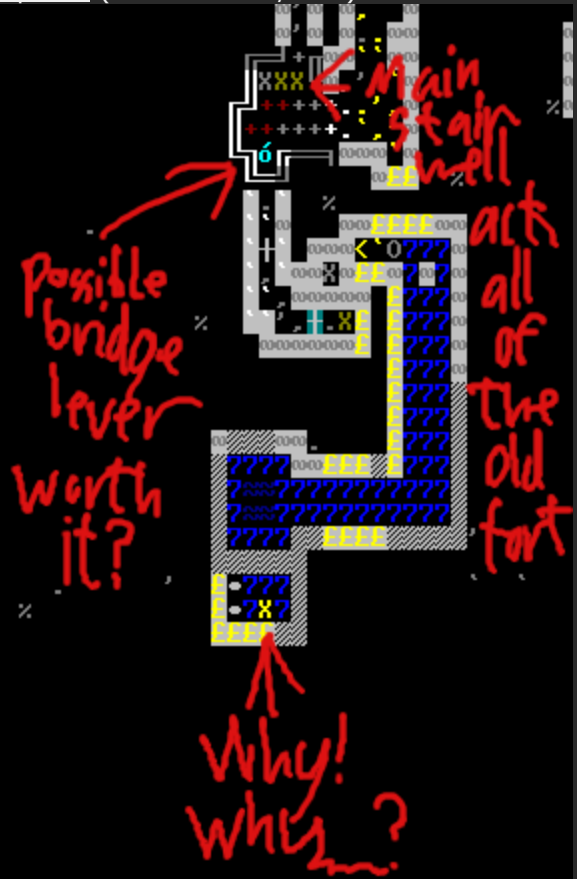
Spoiler (click to show/hide)



Moonstone 15th:

The water flow from the basin behind the door stopped. While trying to work out why,I checked the maps for the old fortress and discovered that their is a bridge in the way of the water. I think I now know why Crasher wanted to get to that lever in the old fort. I still think going into the old fort is idiotic and we have no guarantee that the lever controls the bridge. It appears that the lever notes for the old fortress were forgotten in the fall. I decided to sleep on the problem and come back to it in the morning.

Spoiler (click to show/hide)



Spoiler (click to show/hide)



OOC: I have an important question can bridges deconstructed from below? If the answer is yes I have a plan. If not I think I will make airlocks to the surface to try and get more dwarves so we have dwarves that we can sacrifice on projects like this.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
 Post by: **Crashmaster** on **December 26, 2015, 12:23:44 pm**

Guaranteed that lever controls that bridge. It's blue. Plus I built it.

Also nice find with the pigtails. We needed that.

The supplies moving; there was a bug where de-constructing something would suck up all the loose items in the area and place them down in the same tile with whatever the construction had been made from.

p.s. I'm pretty sure; not from below

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
 Post by: **TheBiggerFish** on **December 26, 2015, 12:45:01 pm**

*queue, not cue.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
 Post by: **Mr Frog** on **December 26, 2015, 03:20:17 pm**

I don't think obsidianising the magma again should be necessary, since IIRC Taupe already fixed the top layer and in my semi-turn at least the entire spire was easily-accessible (save for the very outermost squares in the upper levels, which is normal). Although if something changed in the interim and I forgot about it/failed to understand it properly it wouldn't be a surprise :V

Also, **We have struck pig tail! Praise the Aldraglienons!**

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
 Post by: **Crashmaster** on **December 26, 2015, 04:08:43 pm**

Not necessary to be sure, but encasing and channeling out each level of the spire starting from the top lets us access nearly all of the outermost ore squares. We'll probably get more ore out of the first two or three levels this way then we could get out of the entire spire by just mining out its interior.

Of course this requires large amounts of water which necessitates throwing that damn blue lever in the old fort.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
 Post by: **Mr Frog** on **December 26, 2015, 04:30:33 pm**

Quote from: Crashmaster on December 26, 2015, 04:08:43 pm

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Of course this requires large amounts of water which necessitates throwing that damn blue lever in the old fort.

That occurred to me as well. I'm just wondering if it's even really necessary, since in a stunning display of serendipity we now have unchallenged access to the entire length of the spire, since the demons were all in the old fort thus allowing me to floor over the portal to hell at the very bottom :V

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
 Post by: **Taupe** on **December 26, 2015, 05:10:27 pm**

Quote from: Mr Frog on December 26, 2015, 04:30:33 pm

Quote from: Crashmaster on December 26, 2015, 04:08:43 pm

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One of the many advantages brought forth by my wise and uncontroversial rule.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
 Post by: **Mr Frog** on **December 26, 2015, 05:54:14 pm**

Quote from: Taupe on December 26, 2015, 05:10:27 pm

Quote from: Mr Frog on December 26, 2015, 04:30:33 pm

Quote from: Crashmaster on December 26, 2015, 04:08:43 pm

Not necessary to be sure, but encasing and channeling out each level of the spire starting from the top lets us access nearly all of the outermost ore squares. We'll probably get more ore out of the first two or three levels this way then we could get out of the entire spire by just mining out its interior.

Of course this requires large amounts of water which necessitates throwing that damn blue lever in the old fort.

That occurred to me as well. I'm just wondering if it's even really necessary, since in a stunning display of serendipity we now have unchallenged access to the entire length of the spire, since the demons were all in the old fort thus allowing me to floor over the portal to hell at the very bottom :V

One of the many advantages brought forth by my wise and uncontroversial rule.

Agreed. 10/10 turn, would annihilate entire fort again. ~~I'm honestly not sure if I'm joking or not~~

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Aldraglienon** on **December 26, 2015, 11:29:25 pm**

Quote from: Crashmaster on December 26, 2015, 12:23:44 pm

Guaranteed that lever controls that bridge. It's blue. Plus I built it.

Good to know we can trust that lever.

Quote from: Crashmaster on December 26, 2015, 12:23:44 pm

The supplies moving; there was a bug where de-constructing something would suck up all the loose items in the area and place them down in the same tile with whatever the construction had been made from.

So just be careful with deconstruction got it.

Quote from: Crashmaster on December 26, 2015, 12:23:44 pm

p.s. I'm pretty sure; not from below

Eh, didn't think so myself just wanted to check anyway, Airlocks it is then.

Quote from: Mr Frog on December 26, 2015, 03:20:17 pm

Also, **We have struck pig tail! Praise the Aldraglienons!**

We had the caverns open when my turn started so we were gathering silk before that. I forgot to mention it but I was having it turned into clothes pretty early on. We also have 2 pairs of silken socks. However, most of the silk went to trousers and coats because dwarves have hardy feet and can survive walking barefoot on stone but by the gods we need trousers for our sanity plus the lower bits get chilly in cold dank caverns.

If I remember correctly we have 3 bolts of silk left but I am saving those for moods.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **DolosusDoleus** on **December 27, 2015, 11:00:55 pm**

Sooo, news guys:

I'm not gonna be able to take my turn until about the 3rd of January. Its in all likelihood that Al is going to finish his turn before then, and I won't be able to play because I'd honestly rather spend time with my family than have to squeeze in time to take my turn.

In my absence I suggest that you either let Al take some extra time on his turn or put someone in right before me.

Just wanted to let you guys know.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Taupe** on **December 27, 2015, 11:24:11 pm**

Quote from: DolosusDoleus on December 27, 2015, 11:00:55 pm

Sooo, news guys:

I'm not gonna be able to take my turn until about the 3rd of January. Its in all likelihood that Al is going to finish his turn before then, and I won't be able to play because I'd honestly rather spend time with my family than have to squeeze in time to take my turn.

In my absence I suggest that you either let Al take some extra time on his turn or put someone in right before me.

Just wanted to let you guys know.

I think that's going to be the norm rather than the exception for most people. It's new year's eve, nobody is going to mind if you don't start your turn on that day, I believe.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Mr Frog** on **December 28, 2015, 12:24:01 am**

Quote from: DolosusDoleus on December 27, 2015, 11:00:55 pm

Sooo, news guys:

I'm not gonna be able to take my turn until about the 3rd of January. Its in all likelihood that Al is going to finish his turn before then, and I won't be able to play because I'd honestly rather spend time with my family than have to squeeze in time to take my turn.

In my absence I suggest that you either let Al take some extra time on his turn or put someone in right before me.

Just wanted to let you guys know.

If *someone* (I KNOW YOU'RE THERE, LURKERS, YOU CAN'T HIDE FROM ME FOREVER) signs up before you're available, I'll slip them in before you. Otherwise you can take your turn whenever you happen to be free.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Aldraglienon** on **December 29, 2015, 01:18:28 am**

Just a little update because I haven't been incontact for a bit.
I have only 2 more months of spring until I am done with my turn so I should have the save up by tomorrow. I will try to have the writeup done tomorrow too but no guarantees.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Aldraglienon** on **December 30, 2015, 09:11:16 am**

Yah, No Write up today toooo tired. The save however <http://dff.d.bay12games.com/file.php?id=11587>

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Mr Frog** on **December 30, 2015, 05:52:57 pm**

Okliedoklie. I'll put the link to the save in the update list once the final writeup is out.

E: Also, don't run yourself ragged trying to get everything out, lol. I'm not exactly in a hurry to progress, since we are rapidly running out of players (in the future I think I'll avoid writing much side material for the fort, since I feel like it's intimidated most prospective players out of signing up).

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Aldraglienon** on **December 31, 2015, 04:59:30 am**

Quote from: Mr Frog on December 30, 2015, 05:52:57 pm
in the future I think I'll avoid writing much side material for the fort, since I feel like it's intimidated most prospective players out of signing up
Awh I really like your side material but I do understand what your getting at.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Mr Frog** on **December 31, 2015, 04:49:08 pm**

Quote from: Aldraglienon on December 31, 2015, 04:59:30 am
Quote from: Mr Frog on December 30, 2015, 05:52:57 pm
in the future I think I'll avoid writing much side material for the fort, since I feel like it's intimidated most prospective players out of signing up
Awh I really like your side material but I do understand what your getting at.

Lol don't worry, I'm talking tough now but I guarantee you that if I ever do a sequel to this I will be physically incapable of not writing 3,000 side stories for it that go nowhere. I just have to learn to take it in stride a bit better when someone accidentally meddles with my plans, lol.

E: Heavily-condensed the rules list for overseers, since I think it was a bit too daunting to read. lol

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **DolosusDoleus** on **January 02, 2016, 02:39:56 pm**

I'M BACK BABY!!

Imma wait to start playing until about the 4th if that's okay with you guys.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Mr Frog** on **January 02, 2016, 04:09:11 pm**

We're still waiting on Aldra's last writeup, but if we haven't heard from him by then go ahead.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **chaotic skies** on **January 02, 2016, 09:29:28 pm**

I'll think about this. Don't sign me up yet, as you guys are farther already than I 've gone, dealing with demons and everything, but I'll probably sign up once I'm more comfortable with the game and stuff. Honestly, I've breached the caverns once...and then my entire fort was over run by troglobites and several giant cave spiders, because my entire military wasn't wearing any pants and got their legs ripped off/pulped/various other kinds of carnage.

Oh, and did I mention that the most interesting thing that has happened so far was a kobold or two stealing some wood?

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Mr Frog** on **January 03, 2016, 03:29:58 pm**

Quote from: chaotic skies on January 02, 2016, 09:29:28 pm
I'll think about this. Don't sign me up yet, as you guys are farther already than I 've gone, dealing with demons and everything, but I'll probably sign up once I'm more comfortable with the game and stuff. Honestly, I've breached the caverns once...and then my entire fort was over run by troglobites and several giant cave spiders, because my entire military wasn't wearing any pants and got their legs ripped off/pulped/various other kinds of carnage.

Oh, and did I mention that the most interesting thing that has happened so far was a kobold or two stealing some wood?

As long as you can comfortably work with the military, feel free to sign up! (Also, sorry for the late reply!)

Aldra has 24 hours to post **something**, else we're taking the save he posted and Dolosus is going into his turn blind :p

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **DolosusDoleus** on **January 03, 2016, 10:11:19 pm**

Quote from: Mr Frog on January 03, 2016, 03:29:58 pm
Aldra has 24 hours to post **something**, else we're taking the save he posted and Dolosus is going into his turn blind :p

Yaaaayyyy.....

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Mr Frog** on **January 03, 2016, 11:14:32 pm**

Quote from: DolosusDoleus on January 03, 2016, 10:11:19 pm
Quote from: Mr Frog on January 03, 2016, 03:29:58 pm
Aldra has 24 hours to post **something**, else we're taking the save he posted and Dolosus is going into his turn blind :p
Yaaaayyyy.....

Lol, sorry dude. At least we have an actual save to go off of and don't have to roll back an entire turn :p That would've sucked hardcore.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Splint** on **January 03, 2016, 11:16:13 pm**

Obviously His Gaudiness disposed of some seditious materials.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **chaotic skies** on **January 03, 2016, 11:42:00 pm**

I'll sign up, but no gurantees; school starts Tuesday.

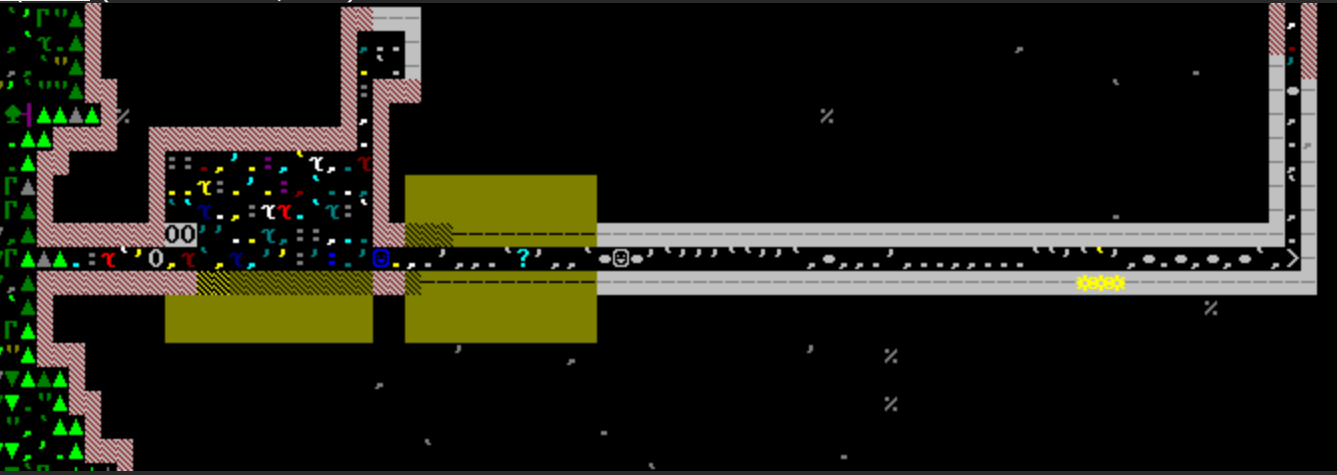
Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Aldraglienon** on **January 04, 2016, 01:20:33 am**

Really Sorry guys the New year was more hectic then I thought it would be.

Moonstone 16th:

Having slept on the problem of getting the water from the upper caverns, I decided, we need a larger work force first. As such, I ordered the two dug out spaces where the migrants came in converted into an airlocks. Hopefully we will be able recover any idiots that try to make their way to this forsaken place.

Spoiler (click to show/hide)



Opal 2nd:

Olon Loloketar the cook wife of Amperzand has given birth today to a beautiful baby girl. I hope she has a good future because though things are looking up we are still on the precipice of doom.

Spoiler (click to show/hide)

→Olon Loloketar, Cook has given birth to a girl.

Opal 15th:

Kib finally succumb to thirst because of his failed mood. If only the madness would end but the screeches will go on much longer I fear.

Obsidian 4th:

We have almost finished the "North Airlock". It's really to North-East but we are calling it the north airlock. Near the dinning rooms the control room has been completed however we still need to connect the levers to the bridges. I should also explain how the levers will be set up. All of the top row will control the external bridges with levers going North, West, East, and South airlocks. the second row from the top will control the middle bridge in between the two sections of the airlock. The third row will control the the Inner bridge which will lead into the main fortress. Lastly, the fourth row will control failsafes, which will control a bridge in the corridor to the airlock just in case the first three are breached somehow.

Spoiler (click to show/hide)



Obsidian 7th:

Ustuth Katlikot my wife gave birth to our baby girl today. I just pray lives long enough to escape this place and go back to more civilized lands one day or sees this place return to greatness.

Obsidian 11th:

We have finally finished the "North airlock" and it occurred to me that I haven't written down how the airlocks are designed to be used. The airlocks are double or two stage airlocks meaning that they have two sections which the mechanics and I are calling the Outer(the one directly touching the outside) and Inner (the one that is directly connected to a tunnel into the fortress). The Exterior and Middle bridges are opened and someone yells to the migrants that there is a active meeting zone in the Inner section. If spawn, siege, or something else nasty is heading to the airlock and some migrants are already in the Inner section then the Middle bridge will be closed and a meeting zone will be activated in the Outer section. All of the previous is done so that at least some of the migrants will be guaranteed to make it in while still letting any stragglers a chance to get in as well. Finally, the Exterior and Middle bridge (if it wasn't used, if it was then it is opened instead) are closed and the Interior and failsafe bridge opened letting the migrants in. Also, the failsafe bridge should always be closed while in use, it's there just in case all three airlocks in front of it are breached somehow.

Spoiler (click to show/hide)



OOC: I am horrible at explaining stuff like this, I know.

Obsidian 13th:

I have sent Aban to go wait in the airlock while the Interior and Failsafe bridges are closed just in case. He will then go and deconstruct the wall which is in between the airlock and the outside world. I hope the demons outside don't notice.

Obsidian 18th:

While we patiently twiddle out thumbs waiting for Aban to be finished I got report of a new sound in the upper caverns. Probably just another forgotten beast however we are more worried about the monsters on the surface.

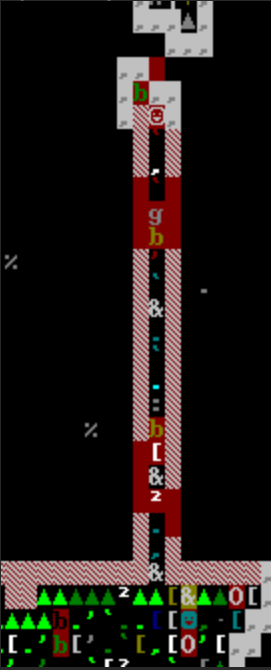
Obsidian 19th

Aban has succeeded! We now have one working airlock now for the other one...

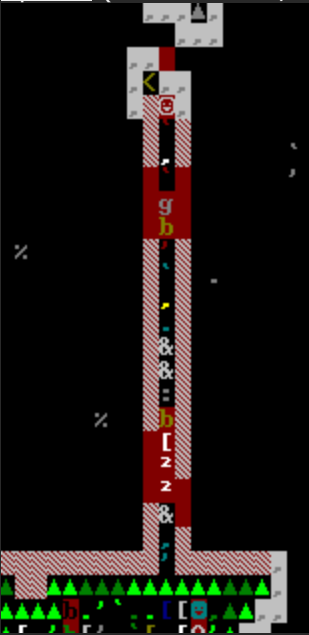
Spoiler (click to show/hide)



Obsidian 23rd:
Ooc: Another spawn ambush they went into the tunnel too the main gate again.
[Spoiler \(click to show/hide\)](#)



Then another spawn ambush arrives in the tunnel also.
[Spoiler \(click to show/hide\)](#)



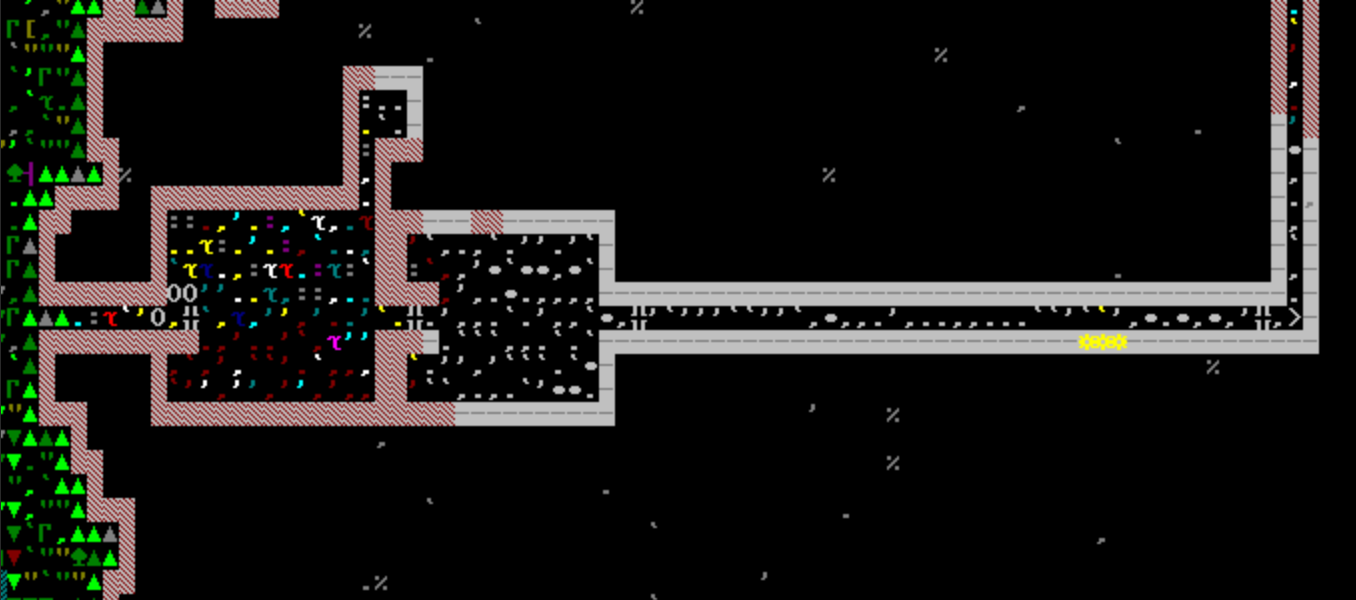
Two died in the initial attack but this battle just got a lot more interesting their are 8 spawn vs about 7 GSs now.
[Spoiler \(click to show/hide\)](#)



And the spawn lose without killing any of the greater spawn or giving much worse injuries then they already had. Well that went worse then I hoped.

Granite 2nd:
Out of nowhere, A new ghostly trouble maker appeared and battered our wood cutter. It took off the lower part of his right arm, while he isn't bed stricken like Mr Frug it is still terrible to behold.

Granite 7th:
We have finished testing the "West airlock's"(It's to the North-west actually) bridges are working and tested. Now the most dangerous part of the project, exposing it to the outside world. I have sent Aban again to bring down the wall.
[Spoiler \(click to show/hide\)](#)



spoiler]

Granite 10th:

I got reports of Ustuth acting funny then heard she had claimed a carpenters workshop, I hope she doesn't ask for wool. Nevermind, I just received word she grabbed a single piece of wood and has begun working.

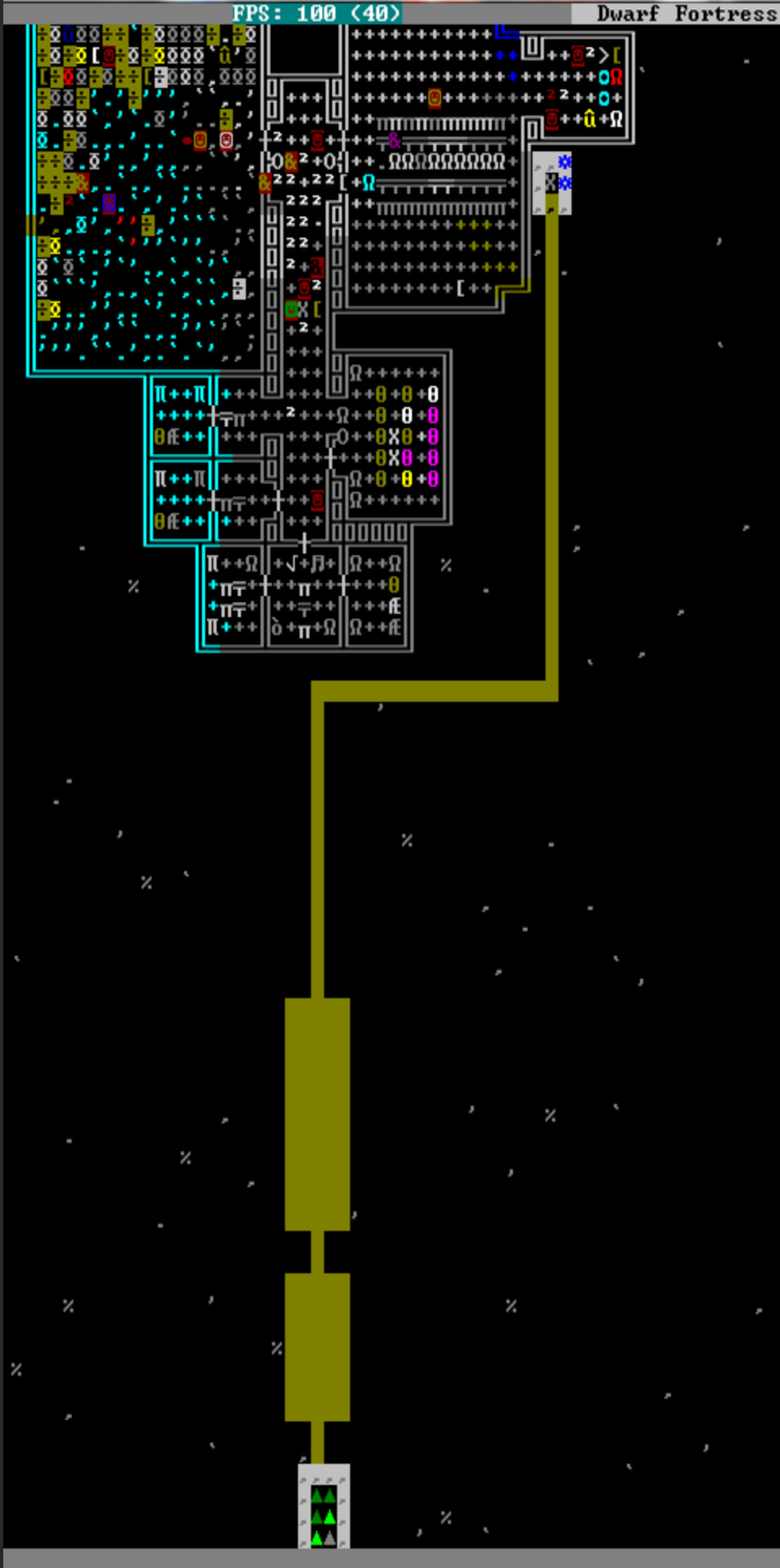
Granite 15th:

Now, the Airlock project is half way done with the two airlocks. Next are the east and south ones, which we will need to dig from scratch.

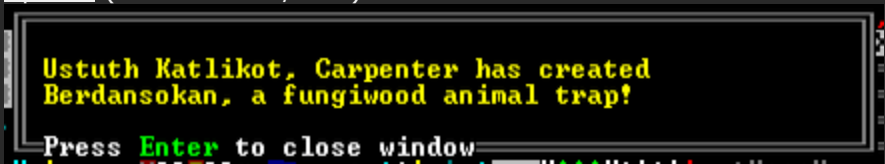


[spoiler]

[Spoiler](#) (click to show/hide)



Granite 16th:
Ustuth made an animal trap, while it looks nice, why would we need one of those?
[Spoiler](#) (click to show/hide)



Granite 28th:
Earlier today I received word of Migrants by the west airlock. I have ordered it opened hopping that we might be able to save some of the poor souls before the spawn get there.

Slate 4th:
it took a lot of shouting to convince the migrants to go into the airlock. When I managed to convince all of them to get into the airlock, I asked why they just stood there and one of them informed me the landscape was horrifying, which I truthfully, seeing the outside that is a good excuses. There are six of them. We now have 27 dwarves who can work and 8 children.
[Spoiler](#) (click to show/hide)



Slate 10th:
The new workers are fitting in just fine, and finally things are getting done much faster. Also, His Gaudiness's obsession with shields, maces, and scepters continues to drain fortress resources at least he helps with their construction.
[Spoiler](#) (click to show/hide)

Owned Objects: 10

Holdings:

Decent Office

Great Bedroom

Great Dining Room

Grand Mausoleum

9 Chests

5 Cabinets

5 Weapon Racks

5 Armor Stands

Needs: Royal Throne Room

Needs: Royal Bedroom

Needs: Royal Dining Room

Needs: Royal Mausoleum

Needs: 10 Chests

Needs: 5 Cabinets

Needs: 5 Weapon Racks

Needs: 5 Armor Stands

Mandates:

Export of maces Prohibited

Make scepters <2/2>

Make maces <1/1>

Make shields <3/3>

Set Follow Hotkey <F1 etc.>: None

Enter: Thoughts and preferences

r: Relationships

y: Customize

k: Kills

Slate 24th:
I just finished installing the final linkage for the East airlock and once Fikod has finished the last linkage for the south both will be fully operational except, that we need to send someone to connect the airlocks to the surface, one of the new faces we won't miss as much can do it.

Felsite 5th:
All of the airlocks have been connected to the outside the project is finally completed. Now, to finish off the old project and get to that blue lever.

Felsite 8th:
I set up a bridge infront of the wall we need to get through to get the blue lever. Once, We have finished link up the bridge then we will send in a miner to try breaching the wall and getting the lever. Fingers crossed this all goes well.

Felsite 13th:
I decided to let ask for volunteers for the job instead of assigning someone to it. When I asked, Thikut volunteered to do it. I hope he makes it, he is an old friend of mine.

Felsite 15th:
Although, he did have some trouble because I forgot to order a boulder put on his side to wall of the passage... Thikut did it! We now have water!

[Spoiler](#) (click to show/hide)



[spoiler]

It's been hours and no roar of rushing water, no nothing. Something is clearly wrong.



[spoiler]

Felsite 17th:
I am stumped all my sources said that the lever should have given us access to the water. My term as Overseer is almost over so the next one will have to figure it out. As my last act as Overseer I have decided to expand the the metal work industry.

[Spoiler](#) (click to show/hide)



Felsite 20th:
I should correct my last entry second to last. I have been think of trying to get some of the gold around our cavern for furniture and because it's gold so I have ordered an expansive network of tunnel to try and give access to all the gold veins around us. Never can have enough gold.

OOC: I don't know why but the cyan lever didn't work we're going to need to think of something else.

Title: **Re: (34.11 Succession) Clobbermountains -- Welcome to Purgatory! [Players Wanted!]**
Post by: **Mr Frog** on **January 04, 2016, 02:35:18 am**

Quote from: Splint on January 03, 2016, 11:16:13 pm
Obviously His Gaudiness disposed of some seditious materials.

S-tier handwave, will use in the future if it ever becomes relevant.

@Aldra: It's cool bro, I just wasn't sure whether you'd ditched us or not since you hadn't posted anything in a bit. Thanks for pulling through for us; that was a *great* turn. I especially like the airlock system.

Quote from: chaotic skies on January 03, 2016, 11:42:00 pm
I'll sign up, but no gurantees; school starts Tuesday.

Welcome aboard!

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 04, 2016, 01:25:16 pm**

I'm going into this blind, be cause I don't have time to go through and read everything ::)

On a side note, my military still doesn't have any pants.Stupid blacksmiths...

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 04, 2016, 04:18:48 pm**

Quote from: chaotic skies on January 04, 2016, 01:25:16 pm
I'm going into this blind, be cause I don't have time to go through and read everything ::)

On a side note, my military still doesn't have any pants.Stupid blacksmiths...

Please do read everything. This is still technically a story fort (although there's not much of a coherent plot lol). I have all of the main fortress updates compiled in either the third post, although you'd be missing out on a bunch of journals which develop the setting a bit further.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Taupe** on **January 04, 2016, 05:42:50 pm**

The first BLIND Clobbermountains turn will be the last.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 04, 2016, 05:51:21 pm**

Quote from: Taupe on January 04, 2016, 05:42:50 pm
The firsf Clobbermountains turn will be the last.

blinks the sort of blink that only people who are completely out of the cultural loop can blink

What does this mean? I googled a few variants and all I got were bible quotes and programming tutorials.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Aldraglienon** on **January 04, 2016, 10:31:44 pm**

Quote from: Mr Frog on January 04, 2016, 02:35:18 am
I especially like the airlock system.

Thanks, I wanted to try and make it so even if a tantruming dwarf started breaking or messing with levers. It would be hard to get a repeat of the Spiregate incident.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 04, 2016, 10:33:30 pm**

Sounds like the watergate fiasco. I LOVE IT.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Splint** on **January 04, 2016, 10:46:57 pm**

Quote from: chaotic skies on January 04, 2016, 10:33:30 pm
Sounds like the watergate fiasco. I LOVE IT.

A plot to try and bait the inattentive went... Wrong. To say the least.

Well, I guess sorta right, but still wrong.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **DolosusDoleus** on **January 05, 2016, 07:16:17 pm**

From the Journal of Bomrek Kunokab

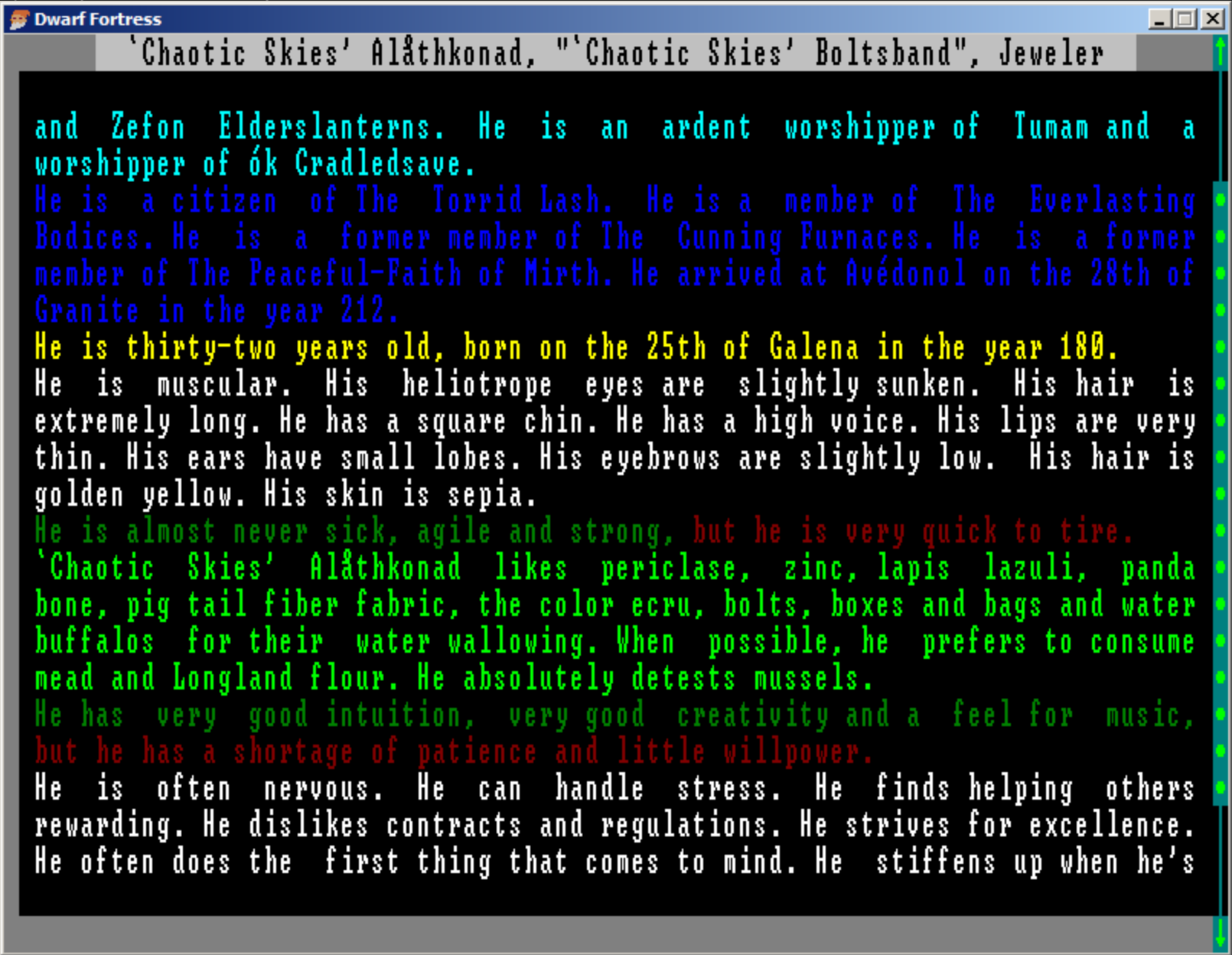
1st Hematite:

Its that time of year again, when we choose who our new overseer will be. This year, His Gaudiness decided that he would arrange everyone into a circle, and then randomly pick someone after spinning around with his arms outstretched screaming “WHEEEEE!!!!”

And after twenty minutes of spinning, who does he finally point at? Only the maddest goddamn bastard in clobbermountains: DolosusDoleus. I mean come on, dude makes us call him an “escaped mental patient” and talks to himself. Something aint™ right there.

Also, in the chaos, our jeweler decides to start calling himself “Chaotic Skies” for some reason. Whatever helps him deal with stress, I guess.

Spoiler (click to show/hide)



The first thing our new overseer does is make sure that Mr. Furg doesn’t starve to death in his bed. Good for him. What happened to getting us out of this hellhole?

Spoiler (click to show/hide)



12th Hematite:

DolususDoleus has ordered the construction of what he calls the PITHOLE, which he says stands for "Points in the Hole of Lethal Execution". From what he tells us, he's gonna build a winding road above a pit which will be lined with spears. Enemies will march across this chasm and be forced to fall in when we send minecarts careening down the path.

I mentioned to him that the would be completely useless against the Greater Spawn, but all he said was "emeh".

(OC: The PITHOLE should only be put into operation once all the Greater Spawn die off. As I recall from reading spearbreakers, upright spikes were surprisingly effective against the Spawn. Also, this could be used to kill off banshees, so as to prevent them from screaming.)

20th Hematite:

The forgotten beast Ybzoh has come!

[Spoiler \(click to show/hide\)](#)



24th Hematite:

Room full of switches. No idea what any of these do, odds are if we pull any of them it'll let the greater spawn in. General consensus is that we don't touch em'

[Spoiler \(click to show/hide\)](#)



26th Hematite:

His Gaudiness announces that he is imposing bans on the exporting of maces, shields, and scepters. Its a wonder that he still insists that weâ€™ll be able to trade.

[Spoiler \(click to show/hide\)](#)



10th Malachite:

Some migrants arrive, despite the danger!

[Spoiler \(click to show/hide\)](#)

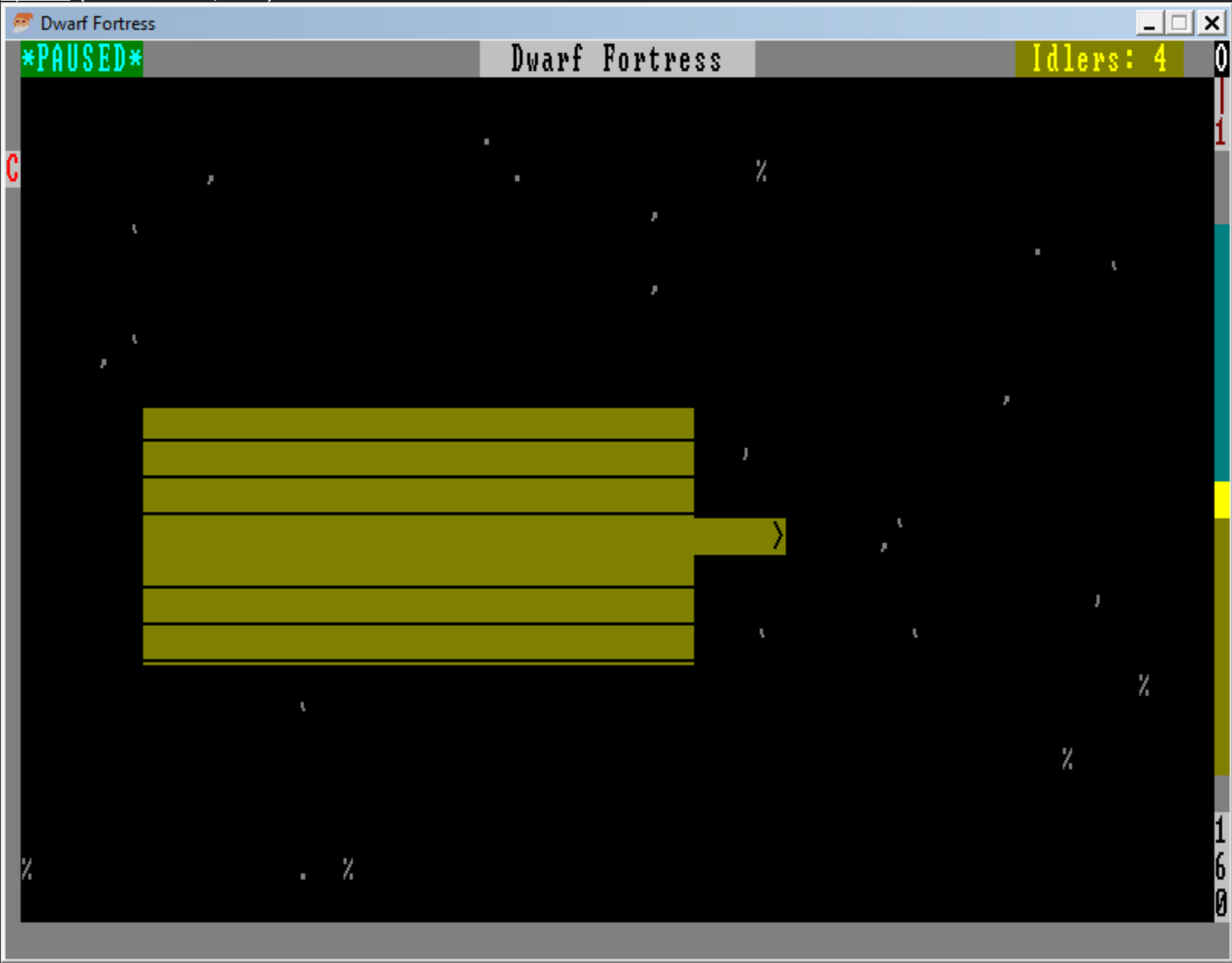


They are instantly slaughtered. *sighs* time to engrave more memorial slabs.

17th Malachite:

DolususDoleus announces that he has found a suitable place to construct the PITHOLE.

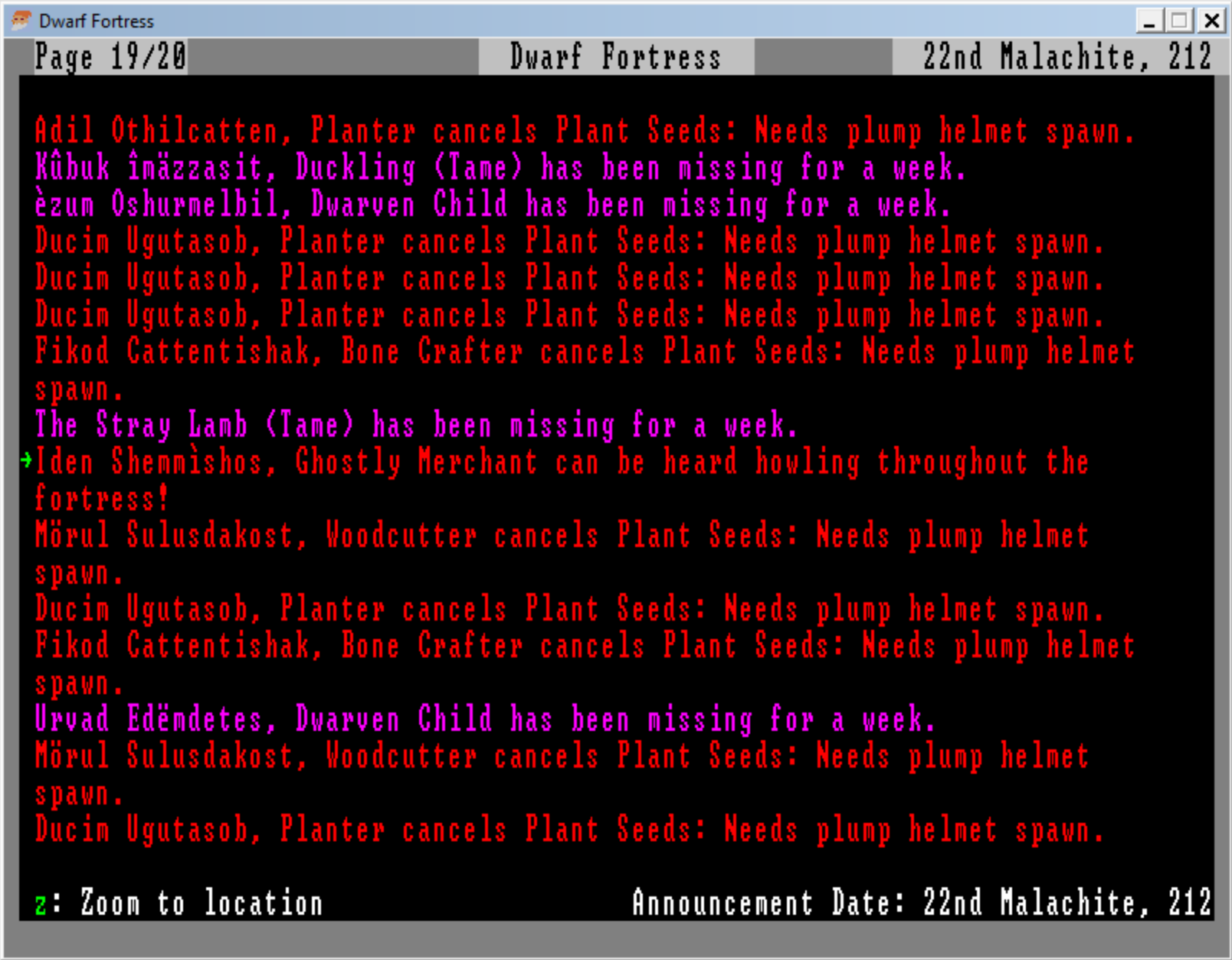
[Spoiler \(click to show/hide\)](#)



22nd Malachite:

A ghostly merchant has risen from the dead!

[Spoiler \(click to show/hide\)](#)



Fortunately, he seems content to just hang out with the Greater Spawn on the surface.

27th Malachite:

Mr. Furg has been struck by a fey mood!

[Spoiler \(click to show/hide\)](#)



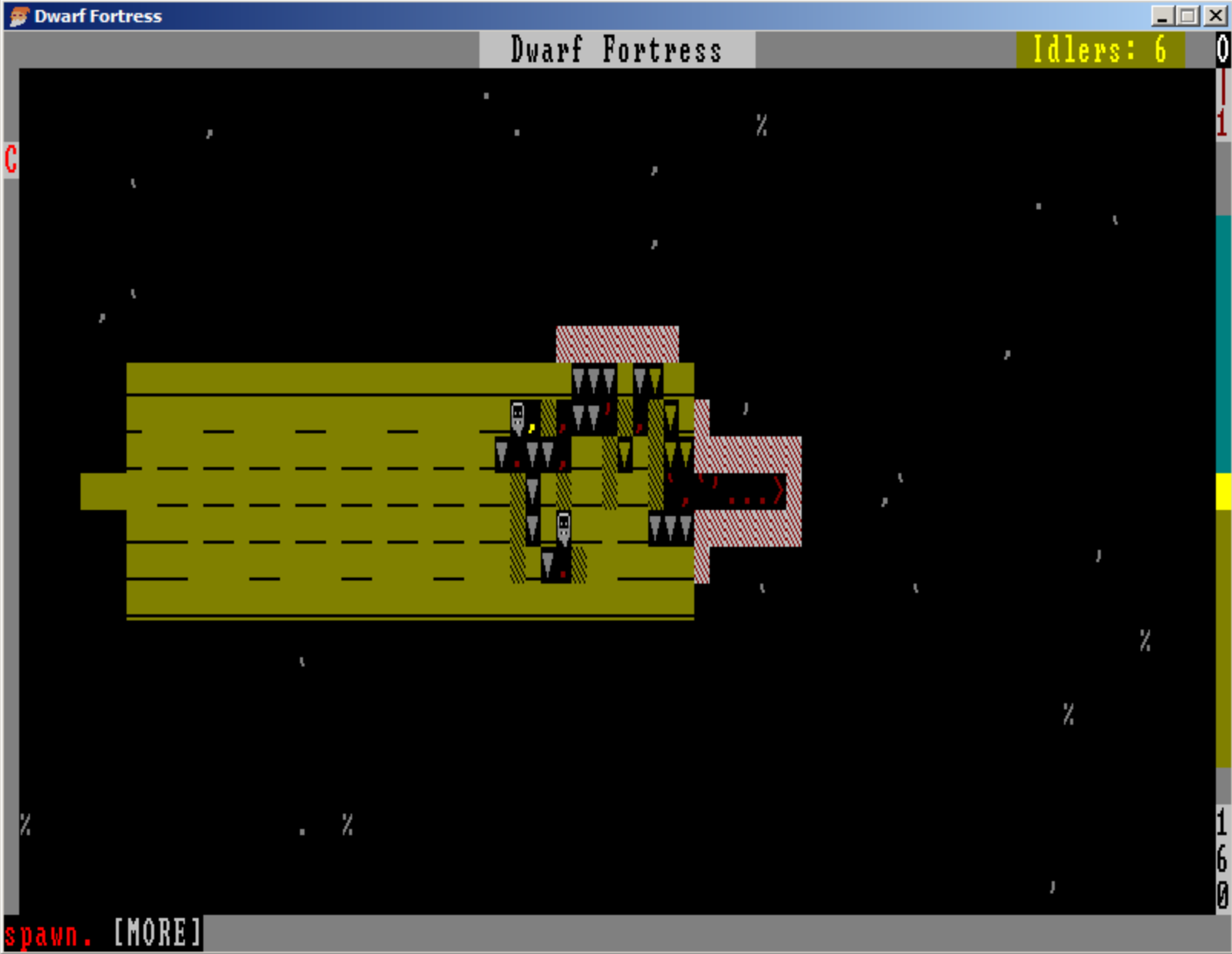
He slowly crawls out of his bed and locks himself in the clothier’s workshop.

[Spoiler \(click to show/hide\)](#)



16th Galena:
Our miners have begun constructing the PITHOLE (Armok but thatâ€™s a really stupid name. I mean, really?).

[Spoiler \(click to show/hide\)](#)



17th Galena:
Strangely enough, Mr. Furg has obtained all the materials he keeps screaming about, but he has yet to begin working on anything. Odd.

[Spoiler \(click to show/hide\)](#)



20th Galena

An ambush! Curse them!

[Spoiler \(click to show/hide\)](#)

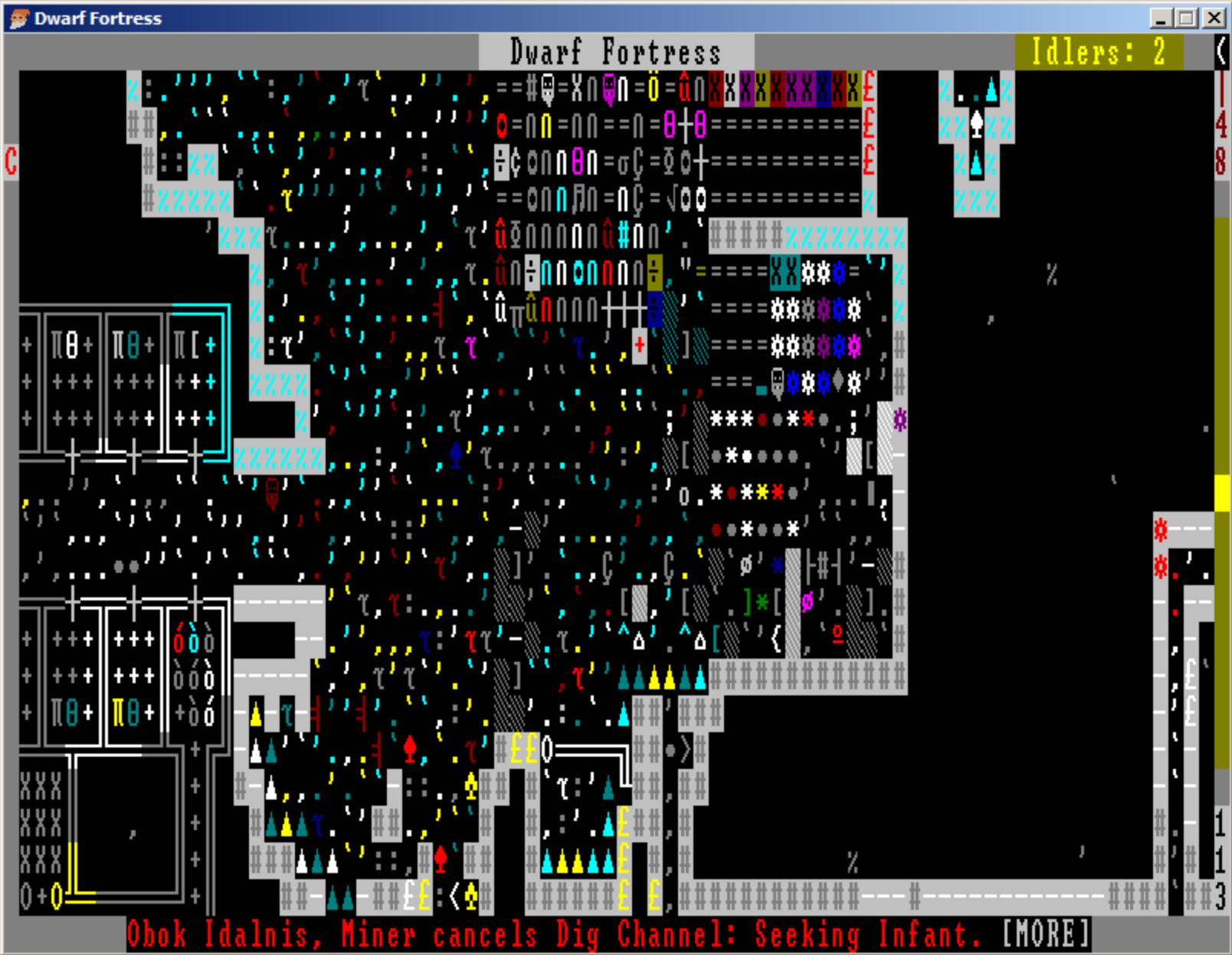


Theyâ€¦ do I even need to point out what the greater spawn do to them?

12th Limestone:

Mr. Furg finally retrieves the last of his items!

[Spoiler \(click to show/hide\)](#)



He begins his mysterious construction!

[Spoiler \(click to show/hide\)](#)



19th Limestone

A forgotten beast comes!

[Spoiler \(click to show/hide\)](#)



I really donâ€™t want to know what “buff hair” means.

OC: Soooooo nothing really interesting happened so far. I'm going to apologize right now, PITHOLE won't be too terribly complex, as I haven't really spent a whole lot of time experimenting with minecarts since v40 came out (Damn climbing ruins EVERYTHING).

If you guys have any tips as to improve for my next update, I'm all ears. I'll probably have the next one written up by Thursday.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Taupe** on **January 05, 2016, 09:38:23 pm**

Quote from: Mr Frog on January 04, 2016, 05:51:21 pm
blinks the sort of blink that only people who are completely out of the cultural loop can blink
What does this mean? I googled a few variants and all I got were bible quotes and programming tutorials.
I meant *blind* turn, ahah.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Aldraglienon** on **January 05, 2016, 10:15:18 pm**

Dolosus I explained what the levers do in my writeup and they are labeled, I made sure of that. Oh and by North it means North-East and west is North-West.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 06, 2016, 03:43:06 am**

Quote from: Taupe on January 05, 2016, 09:38:23 pm
Quote from: Mr Frog on January 04, 2016, 05:51:21 pm
blinks the sort of blink that only people who are completely out of the cultural loop can blink
What does this mean? I googled a few variants and all I got were bible quotes and programming tutorials.
I meant *blind* turn, ahah.

>tfw you think someone said something incomprehensibly-poetic but they really just accidentally a word

Gonna copy-paste Aldra's explanation of the levers here for @DolosusDoleus's convenient perusal:

Quote
I should also explain how the levers will be set up. All of the top row will control the external bridges with levers going North, West, East, and South airlocks. the second row from the top will control the middle bridge in between the two sections of the airlock. The third row will control the the Inner bridge which will lead into the main fortress. Lastly, the fourth row will control failsafes, which will control a bridge in the corridor to the airlock just in case the first three are breached somehow.

Quote from: DolosusDoleus
If you guys have any tips as to improve for my next update, I'm all ears. I'll probably have the next one written up by Thursday.

Spoiler: Again, brace thyself -- I don't sugarcoat (click to show/hide)
Hmmm... gonna be blunt here, a lot of that update seemed kinda under-imagined. It'd have been better if you'd have gone into more detail on a lot of it instead of just summing up what happened in a single sentence. For the sake of avoiding redundancy, I'll just pick one problem area to examine:

Quote
20th Hematite:
The forgotten beast Ybzoh has come!
[screenshot omitted]

This isn't very interesting. Gramatically-correct, yes, and it does very much communicate the *important* information, but I'm left wishing I knew more. How did you know it had come? What did you feel when you knew it was there? What effect did its appearance have on the other dwarves? etc. etc. etc.. It just didn't make much of an impact on me, and going into more detail would have set the stage better in

my head, if that makes sense. I think something that might have worked better would have been:

Quote

Been hearing thunderous scrabbling coming from the first cavern layer... Went to see what it was, and I saw *this fucking thing* shambling through the fungiwoods: [screenie]
It can't get at us from out there, Tumam fucking bless. Told Dolosus about it, but he seemed to have other things on his mind -- though I won't bother guessing what exactly goes on in that warped skull of his.

(this isn't meant to be in-line with your dwarf's character btw -- just scribbled down the first thing that came to mind)

It establishes a full chain of events -- the monster being detected, seen, the dwarf relaying this to his superior and then subsequently being rebuffed. Through this chain of events and the surrounding commentary, we can see into the dwarf's world more vividly than what we would get with a more pared-down statement.

(btw I know literally nothing about writing lol, I'm just blowing smoke out my ass)

E: Basically whenever you find yourself describing an event with just a quick sentence or two, try to stop and think for a moment about how you could expand it and add more details.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **DolosusDoleus** on **January 06, 2016, 08:53:36 am**

Ayy, thanks. I'll try that next time.

Also, thanks for the lever explanation. However, I seriously doubt that any dwarves will be able to get inside anytime soon though...

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 06, 2016, 03:29:59 pm**

Quote from: DolosusDoleus on January 06, 2016, 08:53:36 am

Ayy, thanks. I'll try that next time.

Also, thanks for the lever explanation. However, I seriously doubt that any dwarves will be able to get inside anytime soon though...

Oh my god what did you do

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Aldraglienon** on **January 06, 2016, 08:21:11 pm**

Quote from: Mr Frog on January 06, 2016, 03:29:59 pm

Quote from: DolosusDoleus on January 06, 2016, 08:53:36 am

Ayy, thanks. I'll try that next time.

Also, thanks for the lever explanation. However, I seriously doubt that any dwarves will be able to get inside anytime soon though...

Oh my god what did you do

Why are you alarmed Mr Frog? Unless you can see some sort of subtext I can't. It just looks like... Oh the... What happened? My turn went fairly smoothly so does that mean we have at least one new major disaster?

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 06, 2016, 08:42:50 pm**

Quote from: Aldraglienon on January 06, 2016, 08:21:11 pm

Quote from: Mr Frog on January 06, 2016, 03:29:59 pm

Quote from: DolosusDoleus on January 06, 2016, 08:53:36 am

Ayy, thanks. I'll try that next time.

Also, thanks for the lever explanation. However, I seriously doubt that any dwarves will be able to get inside anytime soon though...

Oh my god what did you do

Why are you alarmed Mr Frog? Unless you can see some sort of subtext I can't. It just looks like... Oh the... What happened? My turn went fairly smoothly so does that mean we have at least one new major disaster?

Oh, whoops, I thought he meant that the dwarves wouldn't be able to get into the *lever room*, which I intepreted as indicating that a demon or FB got in and rendered that section of the fortress unusable.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **DolosusDoleus** on **January 07, 2016, 06:35:39 pm**

I actually managed to finish the year up in the past couple of days. I'll probably post a writeup sometime later today or tomorrow.

We're having a little bit of a ghost problem btw. For the next guy: ENGRAVE MOAR SLABS. We got hit with a couple MASSIVE migrant waves and now ghosts are appearing faster than I can memorialize them.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 08, 2016, 04:22:39 am**

Quote from: DolosusDoleus on January 07, 2016, 06:35:39 pm

I actually managed to finish the year up in the past couple of days. I'll probably post a writeup sometime later today or tomorrow.

We're having a little bit of a ghost problem btw. For the next guy: ENGRAVE MOAR SLABS. We got hit with a couple MASSIVE migrant waves and now ghosts are appearing faster than I can memorialize them.

Out of curiosity, what's our population at right now?

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Splint** on **January 08, 2016, 07:28:25 am**

Quote from: Mr Frog on January 08, 2016, 04:22:39 am

Quote from: DolosusDoleus on January 07, 2016, 06:35:39 pm

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Out of curiosity, what's our population at right now?

Short a large migrant wave.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **DolosusDoleus** on **January 08, 2016, 09:11:37 am**

Quote from: Splint on January 08, 2016, 07:28:25 am

Quote from: Mr Frog on January 08, 2016, 04:22:39 am

Quote from: DolosusDoleus on January 07, 2016, 06:35:39 pm

I actually managed to finish the year up in the past couple of days. I'll probably post a writeup sometime later today or tomorrow.

We're having a little bit of a ghost problem btw. For the next guy: ENGRAVE MOAR SLABS. We got hit with a couple MASSIVE migrant waves and now ghosts are appearing faster than I can memorialize them.

Out of curiosity, what's our population at right now?

Short a large migrant wave.

We are 39 strong!

ALSO: Link to the writeup (I'll copy it all to this page once I have time) https://docs.google.com/document/d/1qBU44iivNq-g8h9VBQoQqJCq6Xn_yBaiqo1ylbQEF60/pub (https://docs.google.com/document/d/1qBU44iivNq-g8h9VBQoQqJCq6Xn_yBaiqo1ylbQEF60/pub)

Save: I'll post it on monday

Also, to Chaotic Skies: Make slab engraving a priority. When I ended my turn there were about four ghosts. I think I managed to taper off their spawning, but only time will tell.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Crashmaster** on **January 08, 2016, 01:03:09 pm**

So, was that volcano tap sealed off or could the greater spawn now potetially access the fort through the volcano?

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 08, 2016, 10:16:49 pm**

Quick question, since I don't want to mees up the save before I even begin, do I need the mods installed myself? I only ask because I can't find the Seething Mist thing.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 09, 2016, 12:07:49 am**

Quote from: chaotic skies on January 08, 2016, 10:16:49 pm

Quick question, since I don't want to mees up the save before I even begin, do I need the mods installed myself? I only ask because I can't find the Seething Mist thing.

Ever since DF2010, raw files are included in each save folder, so no, you don't need to install anything.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 09, 2016, 10:56:17 am**

Alright, I wasn't sure. Thought I didn't need to downlod anything, but figured I should check before I fuck something up.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **DolosusDoleus** on **January 10, 2016, 06:43:47 pm**

Quote from: Crashmaster on January 08, 2016, 01:03:09 pm

So, was that volcano tap sealed off or could the greater spawn now potetially access the fort through the volcano?

It wasn't sealed off, but I put a fortification in there. The Greater Spawn can't get through.

Save: <http://dffd.bay12games.com/file.php?id=11645>

To do list for Chaotic Skies:

Install rollers on MOLE and connect them to power.
Engrave slabs before the ghosts kill us all.
Keep His Gaudiness happy, he's on the verge of going insane.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 10, 2016, 08:13:36 pm**

Alright, here goes nothin'....

With the way this fort's been going, I predict some amount of death.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Splint** on **January 10, 2016, 08:29:21 pm**

Quote from: chaotic skies on January 10, 2016, 08:13:36 pm

With the way this fort's been going, I predict some amount of death.

You do realize that using events guaranteed to happen for predictions is cheating, right?

You should be saying "No-one will die under my watch, I'm certain of it!"

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Aldraglienon** on **January 10, 2016, 09:23:04 pm**

Quote from: Splint on January 10, 2016, 08:29:21 pm

Quote from: chaotic skies on January 10, 2016, 08:13:36 pm

With the way this fort's been going, I predict some amount of death.

You do realize that using events guaranteed to happen for predictions is cheating, right?

You should be saying "No-one will die under my watch, I'm certain of it!"

Don't listen to Splint trying to prevent all deaths is a fool's errand. Try to keep most of the dwarves alive, or at least try to make it so His Gaudiness goes last.

A better prediction would be "The fort won't fall under my watch!" more uncertainty around it.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**

Post by: **DolosusDoleus** on **January 12, 2016, 06:10:29 pm**

(Obligatory McBump)

Hey Chaotic, how's the fort doing.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**

Post by: **Mr Frog** on **January 12, 2016, 06:52:32 pm**

Quote from: DolosusDoleus on January 12, 2016, 06:10:29 pm

(Obligatory McBump)

Hey Chaotic, how's the fort doing.

Shit, it's already been two days :V Lost track of time. My bad. Nice catch, Dolo.

Not sure what to do if chaotic doesn't check back in a day or so, since there's nobody on the list after him; thinking I'll just hand the save off to whoever claims it first, if that's alright with everyone. Might start writing shit as a pretense to keep the thread going.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**

Post by: **chaotic skies** on **January 12, 2016, 09:15:33 pm**

Sorry, been busy af with school, and I think I might be sick...

Anyway, I'm going to atleast *try* to start work on the fort tonight.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**

Post by: **Mr Frog** on **January 12, 2016, 09:19:13 pm**

Quote from: chaotic skies on January 12, 2016, 09:15:33 pm

Sorry, been busy af with school, and I think I might be sick...

Anyway, I'm going to atleast *try* to start work on the fort tonight.

Okay. Don't push yourself if you're not feeling well; I just wasn't sure if you were still with us (you wouldn't be the first to pick up the save and then abruptly vanish, lol).

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**

Post by: **chaotic skies** on **January 12, 2016, 09:25:00 pm**

Ah, don't worry about it. DF is one of the few games I can succesfully play while I'm sick, because I son't really care what I'm doing, as long as I have something to focus on. This also leads to some interesting forts, such as the giant-spiral-staircase-to-HFS(hopefully) fort I made...Of course, there was a trade depot at the very bottom of the staircase. No where else for some reason.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**

Post by: **Mr Frog** on **January 15, 2016, 12:31:48 am**

Eyyy chaoticskies how is the stuff hanging

E: PM'd chaoticskies. I don't see any particular reason to hurry to skip him over, but if I don't hear from him in a couple days or have to pester him much more I'm going to have to put the save up for grabs and pray someone claims it within a few weeks.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**

Post by: **chaotic skies** on **January 16, 2016, 04:31:23 pm**

It's.. hanging. Working on the fort as much as I can, but teachers swamped me with book reports and stuff, so we'll see

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**

Post by: **Mr Frog** on **January 18, 2016, 05:57:37 pm**

Quote from: chaotic skies on January 16, 2016, 04:31:23 pm

It's.. hanging. Working on the fort as much as I can, but teachers swamped me with book reports and stuff, so we'll see

Well, it's been roughly a week and a half since you picked up the save and we have nothing to show for it, is all, and we've had to pester you a bunch of times just to see if you were still alive (which is more irritation than I'm willing to put up with for this). I don't want to have to shitcan you since I'm frankly not sure if I'll be able to get anyone to take the save afterwards, but if we don't get *something* substantial in the next couple of days or so I'll be willing to take my chances.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**

Post by: **Lolfail0009** on **January 19, 2016, 01:32:26 am**

It is a tad... worrying that this thread seems to be stagnating.

The apparent total lack of activity on chaotic skies' part is also worrying but I choose to have faith on that part.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**

Post by: **Mr Frog** on **January 19, 2016, 02:13:32 am**

Quote from: Lolfail0009 on January 19, 2016, 01:32:26 am

It is a tad... worrying that this thread seems to be stagnating.

The apparent total lack of activity on chaotic skies' part is also worrying but I choose to have faith on that part.

Chalk it up to us using a now-heavily-obsolete version (even I will admit that the current version is largely superior to this one now that all of the major bugs and performance issues have been squashed), having a fortress situation that is unappealing at best to play

through, and also a bunch of management/leadership/modding/etc. missteps on my part burning through this forums' *considerable* patience (and I should point out that CG+S is a *ridiculously* chill forum even for Bay 12) :V I *will* see this sideshow through to the end, however, mark my fucking words.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Lolfail0009** on **January 19, 2016, 04:15:36 am**

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Chalk it up to us using a now-heavily-obsolete version (even I will admit that the current version is largely superior to this one now that all of the major bugs and performance issues have been squashed), having a fortress situation that is unappealing at best to play through, and also a bunch of management/leadership/modding/etc. missteps on my part burning through this forums' *considerable* patience (and I should point out that CG+S is a *ridiculously* chill forum even for Bay 12) :V I *will* see this sideshow through to the end, however, mark my fucking words.

Those aforementioned fucking words have been marked and I for one will also stand tall until the fortress crumbles, implodes, or is blown away as dust in the wind~

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 19, 2016, 04:05:58 pm**

Working on preventative measures so that the only way of death to His Gaudiness and a few others will be tantrums or starvation. Working on starvation as well, and I should be able to prevent most if not all tantrums.

Unless, of course, the Greater Spawn learn how to mine. Then we are well and truly fucked.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Lolfail0009** on **January 20, 2016, 01:24:06 am**

Seems like you're making a relatively decent amount of progress, then~

Can you give a timeframe for a writeup, or is it a bit murky still?

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 20, 2016, 02:15:41 am**

Quote from: Lolfail0009 on January 20, 2016, 01:24:06 am

Seems like you're making a relatively decent amount of progress, then~

Can you give a timeframe for a writeup, or is it a bit murky still?

^ What they said.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **DolosusDoleus** on **January 20, 2016, 08:51:08 am**

Quote from: Mr Frog on January 20, 2016, 02:15:41 am

Quote from: Lolfail0009 on January 20, 2016, 01:24:06 am

Seems like you're making a relatively decent amount of progress, then~

Can you give a timeframe for a writeup, or is it a bit murky still?

^ What they said.

Seconded

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 20, 2016, 03:23:40 pm**

It's a bit murky, I want to finish summer before I do a right up.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 20, 2016, 03:55:47 pm**

Quote from: chaotic skies on January 20, 2016, 03:23:40 pm

It's a bit murky, I want to finish summer before I do a right up.

At this point, I'd much rather you just do a short writeup with what you've gotten done so far, especially if it's taking a while for you to play (FPS issues and IRL issues and such). Micro-updates are better than no updates.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 20, 2016, 05:56:58 pm**

Alright, I'll work on that. Luckily, I have way too many screen shots, because auto-screenshots are a thing.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 20, 2016, 06:11:33 pm**

Quote from: chaotic skies on January 20, 2016, 05:56:58 pm

Alright, I'll work on that. Luckily, I have way too many screen shots, because auto-screenshots are a thing.

Quote

too many screen shots

Impossible.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 20, 2016, 09:15:34 pm**

I was taking screenshots every other second (literally) and had to end up deleting most of them, because they were either all duplicates or useless. I had too many screen shots.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 22, 2016, 03:30:09 am**

In any case, as of this post, **chaotic skies** has **72 hours to get up *something* or else I'm skipping him over and putting the save up for grabs**. No more extensions, period. I feel really awful about this, since I really do believe that he's working on the writeup, but at the same time there's a certain point where I have to draw the line and say that enough's enough.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 22, 2016, 05:05:10 pm**

I've got like 75% of a smaller update done, hould be able to edit it in in a few hours, currently working on a science project due an hour ago, after that I'm free for the weekend, and will get this thing done, if nothing else just so I'm not pissing you off anymore.

EDIT: Here's the update!

You see thick handwriting, in the familiar blue-black ink of a Dimple Cup.

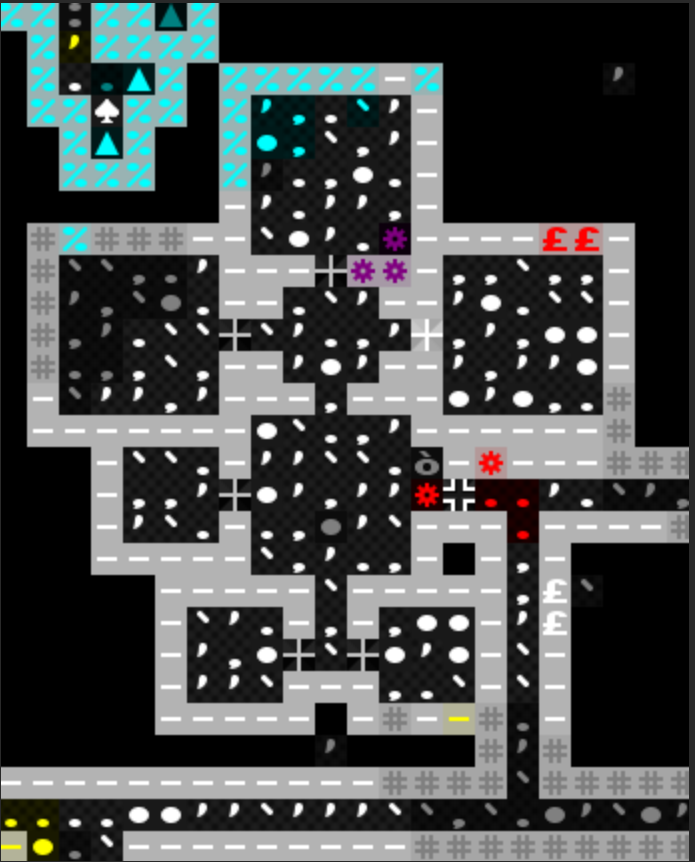
Hematite, 213

Iâ€™ve been Overseer for a month now. I havenâ€™t had much time to write because of it, so Iâ€™m just going to write for the entire month. Are you okay with that, Winston? Yeah, of course you are!

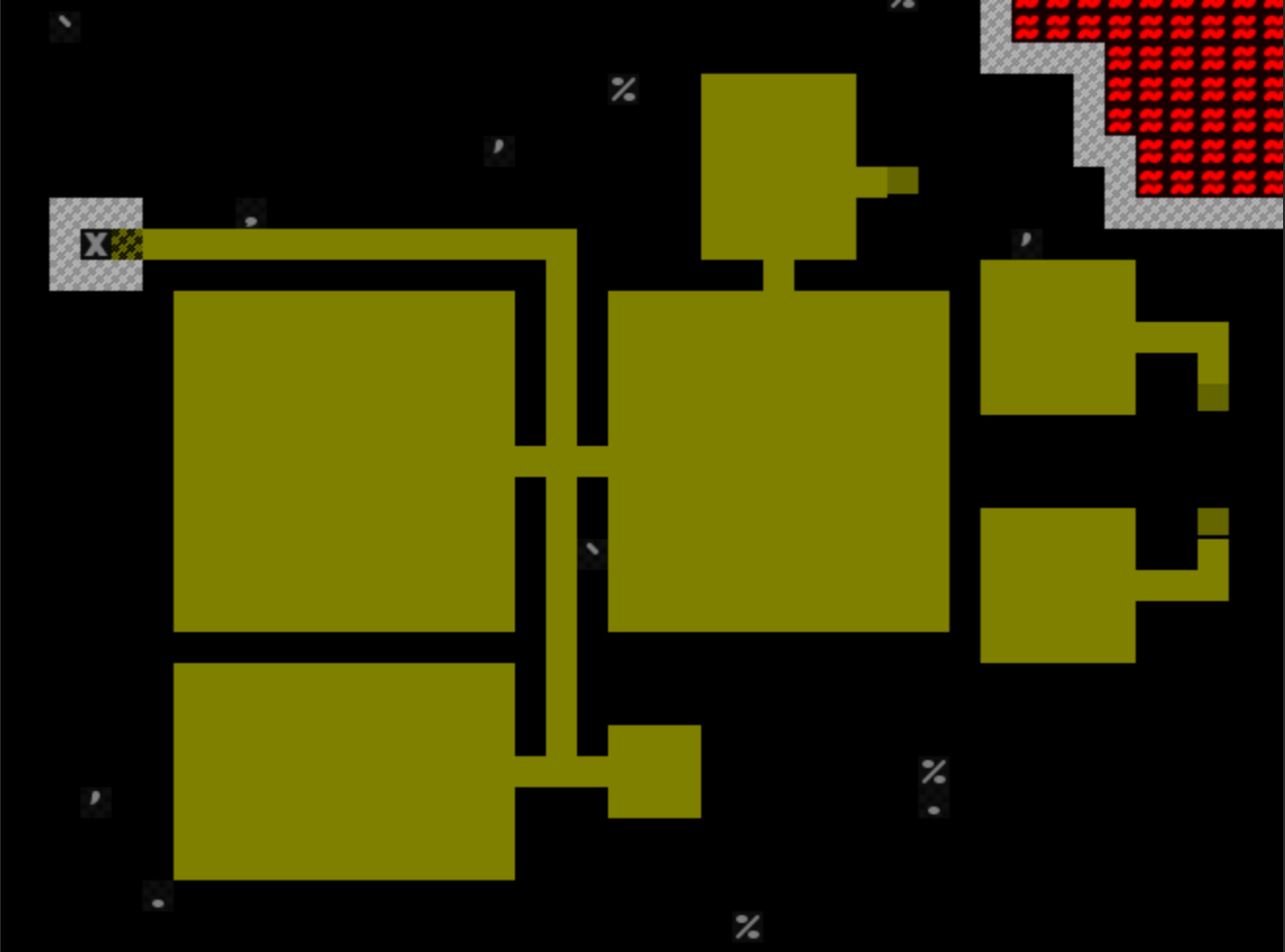
Anyway, when this all started, His Gaudiness called us all to the dining room (the one with the adamantine lever in the middle), and just closed his eyes, spun while counting to 17, and said whoever was directly behind him was the next Overseer. And guess who that was! Me, of course! Clueless old me, who can barely tell the difference between a gem and a plain old stone! Well, after this, I immediately decided that we needed another mason, and since Iâ€™ve always been better at cutting stone than gems anyway, I elected myself to be a new mason.

So the day goes on normally, we all eat, His Gaudiness occasionally complains about not having his left hand anymore, but is generally content. I go to bed last, as Iâ€™ve always been a bit of a...different dwarf, and I like being alone with myself sometimes.

Then, right in the middle of my dreams, I see them: Plans for an “Emergency Pod”, which is basically a small off-shoot of the fortress that has a bridge we can raise and lower from inside, locking out anything dangerous in the fort. Itâ€™s got a still, kitchen, and a small farm; basically just enough for two, *maybe* three. I plan on building a large amount, but at the moment Iâ€™ve just designated one, to see what problems we run into. Currently it appears our main problem is irrigating the farms; luckily, we only need to irrigate them once, so I can probably think of something.



Of course, right as the miners finish digging the prototype, His Gaudiness asks for one to be built, so I agree to build him one, and tell him it might take some amount of time, as weâ€™re still ironing out the kinks. Although Iâ€™ve already designated him one; Itâ€™s setup to allow him to still have his royal quarters, but still includes space for another family of dwarves, and a sufficiently large farm and food storage area. After all, he is king; he gets the best, or at least thatâ€™s whatâ€™s supposed to happen. But in all the chaos of something similar to the SPIREGATE, I can only hope he gets to his Pod in time.



I remember the last guy saying something about completing the MOLE to me right after I was selected, but I don't know where to begin with minecarts, and since I'd rather not anger him (he seems to be slightly insane), I'm just going to leave it for the next guy. If there is a next guy. We have this rule of no one may be Overseer twice (or maybe no one wants to actually *be* Overseer again, you never know.)

Anyway, otherwise I'm currently working on upgrading the Dining Room, but that's going rather slowly. Stone Statues aren't the easiest thing to make, and are rather heavy, so it may take days for the other dwarves to haul them into the Dining Room. I also want to add some bridges or floodgates to the fort in chokepoints, just in case something like SPIREGATE ever happens again. Maybe that way we won't have the entire fort die, and can cordon off certain sections instead. I hate to think what will happen to anyone left inside, though.

Finally, I'm actually glad to have gotten that up. Not because I think this gets me off the hook (I'm not sure I'll stop messing around after my year's over on an alternate version of the save), but now I can see what people think!

Comments? Questions? Hatemail? Fanmail? OhmygodmyeyeswhatdidIjustreadit'ssohorrible-esque reactions?

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 22, 2016, 06:07:02 pm**

Quote from: chaotic skies on January 22, 2016, 05:05:10 pm
I've got like 75% of a smaller update done, hould be able to edit it in in a few hours, currently working on a science project due an hour ago, after that I'm free for the weekend, and will get this thing done, if nothing else just so I'm not pissing you off anymore.

You're not pissing me off at all; I'd honestly be happy to give you as much time as you need (this is literally just a silly diversion of mine that occupies maybe 30 minutes of my time each day -- I am losing close to nothing by giving you extensions), but I simply judge that it'd be better for the game itself at this point if I establish a hard time limit.

E: I probably should have had you take a few days to focus on catching up with schoolwork rather than expect you to work on that and the fort all at once, so my bad on that front.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 22, 2016, 06:12:55 pm**

Nah, it's fine. I had a tooth pulled and was told to stay home because my entire face went numb and wouldn't come back for a couple hours, so I missed stuff, but now I've caught up, I've got the entire weekend ahead of me, and I've actually made some progress!

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 22, 2016, 07:07:40 pm**

Quote from: chaotic skies on January 22, 2016, 06:12:55 pm
Nah, it's fine. I had a tooth pulled and was told to stay home because my entire face went numb and wouldn't come back for a couple hours, so I missed stuff, but now I've caught up, I've got the entire weekend ahead of me, and I've actually made some progress!

Schweet. If you're running close to the time limit I set, just post what you've gotten done at that point. I don't like doing it that way, but I just want some kind of product at this point.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 23, 2016, 10:15:10 pm**

Mini Update: Basically, I've dug out His Gaudiness's new chambers, and set up plans for an irrigation system thing. Otherwise, I'm having a surprisingly calm turn.

I'm waiting to find out the Greater Spawn got in again somehow.

Edit: Larger update!

You see the now-familiar handwriting, slightly slanted and messy, in the same blue-black ink as last time.

Malachite and Galena

Uhg, this is even more difficult than I though. You know that, Winston? Of course...Besides, you are me. Why wouldn't you know that?!

Anyway, Iâ€™m doing it again. Weâ€™ve dug out most of His Gaudinessâ€™s POD, which Iâ€™ve turned into an acronym meaning â€œPlace Of Desperation.â€ Because thatâ€™s what they are; last-ditch attempts to survive, so that this insane place can live on for a few more years.

But Iâ€™m afraid, Winston. Theyâ€™ve heard me talking to you a few times. They think Iâ€™m insane, and Iâ€™ve heard talk of locking me out if we use them, because Iâ€™m insane. I mean, they canâ€™t have heard of...No. They didnâ€™t. I made sure *no one* survived that night. Thereâ€™s no way they heard about theâ€¦*you see words here, but theyâ€™ve been smeared out and marked through, repeatedly*

So, where was I? Oh yeah. Weâ€™ve got His Gaudinessâ€™s POD dug out, and I had them move the farms a little. It was going to be slightly difficult to irrigate the farms through the middle of the dining room, so we moved them off to the side a bit more. I might actually change the design of the original prototype, just to make things a little bit safer, mainly with food. Of course, drowning in plump helmets isnâ€™t good, but itâ€™s better than starving to death.

Thereâ€™s been two babies born recently; One in Malachite and one in Galena. I hate to think about what theyâ€™re going to grow up in. I hope the greater spawn up above us either die soon or decide to wander off. Preferably in the direction of the banshees, but whatever. Just so long as they go away.

Thereâ€™s been a few attacks recently. A group of Goblins, or at least thatâ€™s what we think they are from the screams. A tiny group of Banshees too, but they were shredded. We only knew they were Banshees by the high, painful screams.

There was also an...unfortunate group of peasants that showed up about a week ago. I wonâ€™t even start to describe that one. Their screams still echo through these halls, literally. People have been seeing ghosts ever since the screams stopped. I guess thatâ€™s just one more thing for the masons and engravers to take care of. And the poor caravan that came right after; I think they might have been humans, but I couldnâ€™t really tell over the sounds of their horse being torn apart.

The dining halls been going nicely. I told them to line one of the walls with statues, except for any doors they found, and so it was done. That should make everyone happier, at least for a little while. Oh, and I ordered the Foundries to make gold furniture for His Gaudinessâ€™s POD. Armok knows we have too much of the stuff as it is; I donâ€™t think anyone will argue with me.

Again, comments? Opinions? Generally, feel free to sit there and pick it apart word for word, or just quickly scan it, either way, feedback. Feedback is good.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 24, 2016, 12:30:34 am**

Soo...

Just saw a dwarven child playing near a lever. Walked into the tile, and-get this-***disappeared***. Didn't teleport, didn't get stuck in a door or something, no. It fucking disappeared. And then reappeared some ten tiles away, playing with a goat. I knew this fort was wierd, but jeez. Magically disappearing children is above my paygrade, man.

[/confusion]

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **TheBiggerFish** on **January 24, 2016, 12:31:58 am**

Screenshot?

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 24, 2016, 12:42:24 am**

Nah, I only just barely caught it, and I had paused the screenshotting program I use. I almost wish I had caught that on video, it was so wierd. And then I could see if I'm just going insane or not.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **TheBiggerFish** on **January 24, 2016, 12:42:50 am**

Darn IT.
Please tell me you at least marked them somehow.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 24, 2016, 01:00:34 am**

Yeah, I did. I think I named them "Houdini" or something, just so I wouldn't forget :P

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 24, 2016, 01:45:26 am**

Great update! No immediate flaws in the writing jump out at me, although it'd be really groovy if you gave us some screenshots at some point in the near future.

Quote from: chaotic skies on January 24, 2016, 12:30:34 am

Soo...

Just saw a dwarven child playing near a lever. Walked into the tile, and-get this-***disappeared***. Didn't teleport, didn't get stuck in a door or something, no. It fucking disappeared. And then reappeared some ten tiles away, playing with a goat. I knew this fort was wierd, but jeez. Magically disappearing children is above my paygrade, man.

[/confusion]

o_o The sheer amount of paranormal activity swirling around this fort is starting to break reality itself, it seems. It'd be awesome if you could work this into the next writeup.

E: I still might pick apart your update sometime in the near future, since you asked O_vO

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Crashmaster** on **January 24, 2016, 01:32:47 pm**

His Gaudiness has lost his left hand? When did that happen?

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **DolosusDoleus** on **January 24, 2016, 02:10:50 pm**

Quote from: Crashmaster on January 24, 2016, 01:32:47 pm
His Gaudiness has lost his left hand? When did that happen?

A ghost tore it off during my turn as I was desperately trying to stop our fort from becoming a crypt. (For every ghost I memorialized, two more popped up. We were getting migrant waves of 75+ dwarves every season)

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 24, 2016, 04:53:17 pm**

Quote from: Mr Frog on January 24, 2016, 01:45:26 am
Great update! No immediate flaws in the writing jump out at me, although it'd be really groovy if you gave us some screenshots at some point in the near future.

Quote from: chaotic skies on January 24, 2016, 12:30:34 am
Soo...

Just saw a dwarven child playing near a lever. Walked into the tile, and-get this-***disappeared***. Didn't teleport, didn't get stuck in a door or something, no. It fucking disappeared. And then reappeared some ten tiles away, playing with a goat. I knew this fort was wierd, but jeez. Magically disappearing children is above my paygrade, man.
[/confusion]

o_o The sheer amount of paranormal activity swirling around this fort is starting to break reality itself, it seems. It'd be awesome if you could work this into the next writeup.
E: I still might pick apart your update sometime in the near future, since you asked ^ov^o

I'll to add screenshots, I was just busy is all.

Oh, and please. Pick it to shreads if you want. I wrote it in like 30 minutes; I'm pretty sure it's crap, but at least I can spell. Mostly.

Edit: I won't be achieving much today, it's family do-all-the-things night. I should be able to get *something* done tomorrow, but most likely just a small, ooc update. Not a big ic update, those normally take a while to write and get pictures for and stuff.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 25, 2016, 11:16:36 pm**

S'okay, dude. Just as long as you give us a heads-up. Which you did.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Lolfail0009** on **January 26, 2016, 04:06:43 am**

Quote from: chaotic skies on January 24, 2016, 12:30:34 am
Soo...

Just saw a dwarven child playing near a lever. Walked into the tile, and-get this-***disappeared***. Didn't teleport, didn't get stuck in a door or something, no. It fucking disappeared. And then reappeared some ten tiles away, playing with a goat. I knew this fort was wierd, but jeez. Magically disappearing children is above my paygrade, man.
[/confusion]

~~He must've been building up speed against the wall to achieve a perfect PU-route syncing speed to get to the end tile without pressing the A button.~~

Still, that's weird af.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **DolosusDoleus** on **January 26, 2016, 08:57:03 am**

Quote from: chaotic skies on January 24, 2016, 12:30:34 am
I knew this fort was wierd, but jeez. Magically disappearing children is above my paygrade, man.

Sigged

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 27, 2016, 03:10:56 pm**

mcbump

How's it going, chaotic?

Additionally, for the sake of keeping at least a semblance of momentum going, I'm going to do something I should have done a long time ago and instate a strict **one writeup per week** rule, starting today (so **you have seven days to post something**). Extensions are obviously available if you just do not have enough time, but I won't let people constantly not produce anything since that obviously doesn't work (as much as I'd like people to have as much time as they'd like to work).

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 27, 2016, 06:27:35 pm**

It's going. Currently trying to deal with school projects (Social studies presentation, science something or other, and I literally have to write a small book for Lang. Arts), but otherwise I'm getting small stuff done here and there, but nothing warranting a write up yet :P

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **January 30, 2016, 02:23:51 am**

Bump to check in on how chaotic's doing

[protip: it'd really set my mind at ease if you'd provide us with status updates every couple days or so without me needing to prompt you]

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **January 30, 2016, 12:17:55 pm**

Sorry I've not been saying anything, I've been busy with school.

Anyway, there's been a little progress. We've dug out a few more PODs in a more centralized area, and I'm finishing up His Gaudiness' POD, but nothing else of note.

EDIT: So I haven't been able to spend much time on this. School projects are annoying, and life just hates me doing anything :I

Anyway, small stuff happened. Stuff got furniture. Tested a locking mechanism, it works. Might have more time soonish.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **February 01, 2016, 02:05:12 pm**

Sweet! It doesn't really matter if the update's uneventful. I'm just happy we're still alive, lol.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **February 02, 2016, 06:22:20 pm**

I have a feeling this won't ever *die*, although it will have some slower moments. Like now.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **February 03, 2016, 01:40:01 am**

Quote from: chaotic skies on February 02, 2016, 06:22:20 pm
I have a feeling this won't ever *die*, although it will have some slower moments. Like now.

I dunno, we literally are only alive right now due to a stroke of blind luck. The only reason I managed to wall off the stone shop on my second turn is that no demons wandered by to scare the dwarves off and subsequently murderate them. It can't be too much to expect a disaster of that scale to occur twice, especially considering that we've consistently had a negative population trend since Crashmaster's miraculous turn. Right?

Incidentally, please post a writeup today or tomorrow or else you will be skipped as per the new one-writeup-per-week rule.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **February 04, 2016, 06:23:53 pm**

Updoot some time today, I've got to get to my computer and find the pictures, write, etc. But expect something within the next 4 hours.

EDIT: Working on the update now. I'm going to break this in half, as I'm having problems opening DF and all I have pictures of are the PODs half-complete.

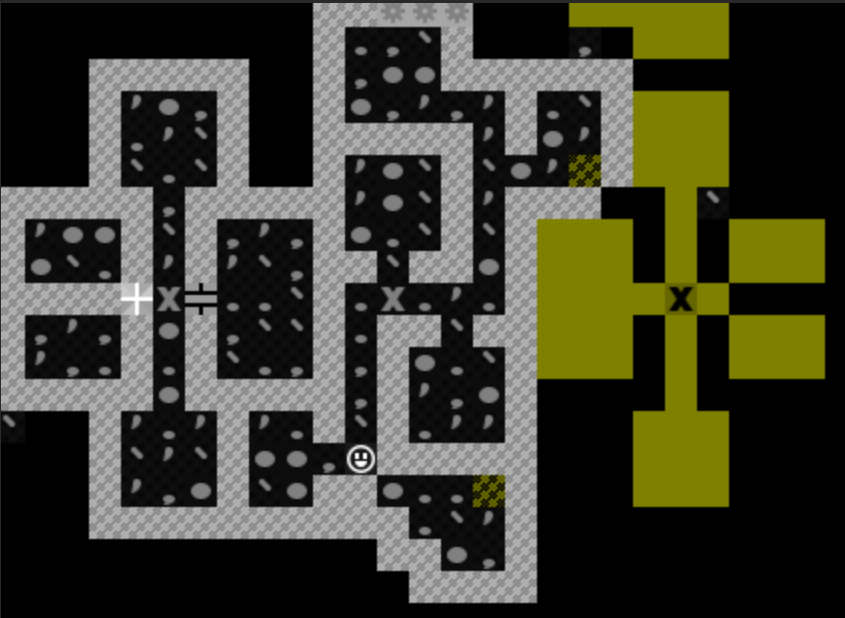
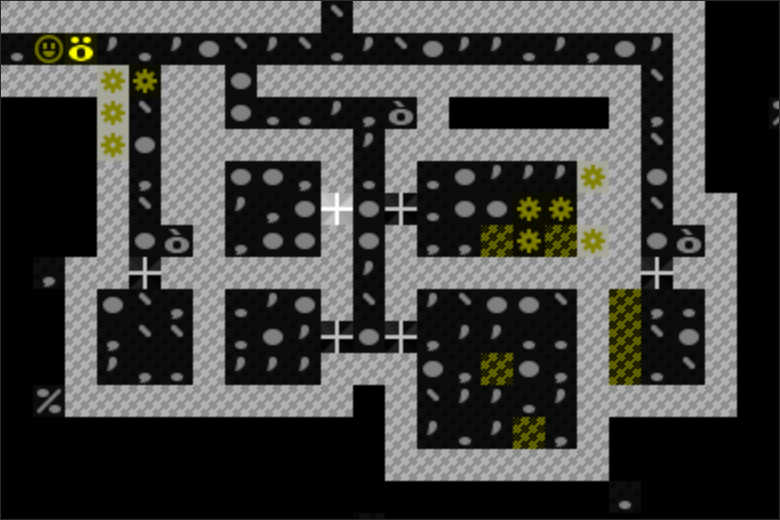
EDIT EDIT: Updoot!

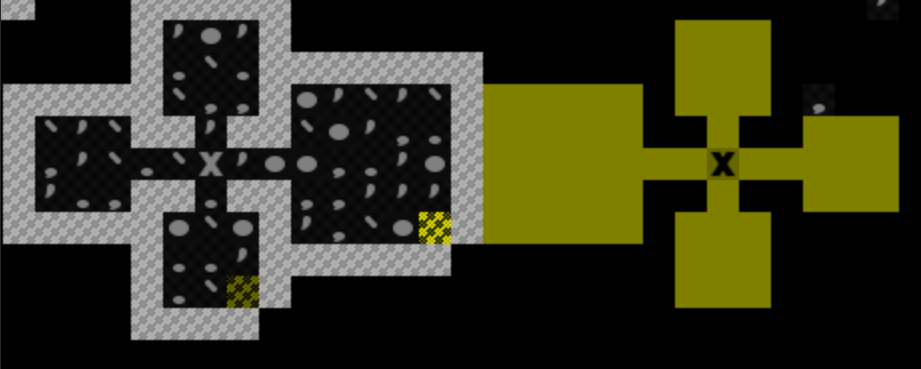
The familiar writing of the Overseer is seen, in the usual blue-black of a Dimple Cup.

Limestone and Sandstone.

Itâ€™s working! Weâ€™re working on the PODs, and theyâ€™re coming along nicely. I had the miners dig out a testing area for the sealing mechanism, and Iâ€™m still waiting on news from that, but Iâ€™m thinking it will work. Weâ€™ve started building the tables, chairs, and beds required for these places, but we keep running out of doors. I need to fix that...Anyway, the dining hall is looking better now. Weâ€™ve got statues! Statues everywhere! Alright, so they get in the way occasionally, but hey, it looks amazing now!

I've drawn the designs of the average pods in here, and included the space-filler ones as well.





In other news, the POD for His Gaudiness is coming along nicely. Iâ€™ve decided that I want *all* the furniture for this thing built before we install it, but itâ€™s not going as quickly as I imagined. I guess golden furniture would be a *bit* difficult to build, and everyone is busy with finishing the other 6 PODs, but itâ€™s still annoying.

There was a migrant wave recently. We could hear their screams for days, and then they suddenly ceased, and I ordered more slabs to be engraved. This fort keeps claiming more and more dwarves...

Thereâ€™s not much else to say, really. Weâ€™re most of the way through mining out the first 3 PODs, at varying stages of completion with the other 3, Iâ€™m waiting for the miners to finish the door test, and thereâ€™s been a couple children born recently. Otherwise, itâ€™s been surprisingly peaceful. No Forgotten Beasts, no raids, nothing. I have a bad feeling about the next few months.

Give me a bit, I'm trying to figure out what's wrong with my computer, I'll have the other part up.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **February 04, 2016, 10:40:04 pm**

Updoot! Woot woot!

If that last screencap is the POD for His Gaudiness, then I'm worried it'll end up being too meager for his ~~unreasonably finicky~~ *refined and noble* tastes. Admittedly you could just fill it with solid-gold levers or some similar bullshit.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **TheBiggerFish** on **February 04, 2016, 10:47:45 pm**

UPDOOT WOOT WOOT

Hey, that's MY line!

In unrelated news, since I'm here, how did Game!Mr Frog keep his PEA charged, in Spearbreakers? It came up elsewhere.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **February 04, 2016, 11:19:23 pm**

The last one is not His Gaudiness's. That one's *slightly* larger, and has enough room for His Gaudiness to have some company. Also, this way he can be a ~~useless, lazy~~ much more productive Nobel :P

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **February 05, 2016, 12:24:22 am**

Quote from: TheBiggerFish on February 04, 2016, 10:47:45 pm
UPDOOT WOOT WOOT

Hey, that's MY line!

In unrelated news, since I'm here, how did Game!Mr Frog keep his PEA charged, in Spearbreakers? It came up elsewhere.

Gonna respond to this in the SB thread since that's where it belongs, lol

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Crashmaster** on **February 07, 2016, 02:55:16 pm**

In other news;

Played 6 years into a new fort, "Shootslaughter," while waiting. 150 dwarve's living in holes in two piles of dirt. Mined a 55 z-level volcano mountain almost down to 8 z's from the ground so far leaving the magma pipe for reasons. Freeze-multiplied about 20kilo-urists of water from a source supplied by just a couple murky pools and stored the liquid in a hollowed-out hillock (8-ish frozen months a year luckily). 10 z-levels of an about 100x100urist wooden obsidian-casting form have gone up. I need dig out all the dirt layers in the mold and cast the center section where the real fort's main entrance will be before ever digging below ground level in search of a less labor-intensive water-source for the rest of the casting. Morale is surprisingly high. Also fortress defense mod.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **February 07, 2016, 10:52:33 pm**

Quote from: Crashmaster on February 07, 2016, 02:55:16 pm
In other news;

Played 6 years into a new fort, "Shootslaughter," while waiting. 150 dwarve's living in holes in two piles of dirt. Mined a 55 z-level volcano mountain almost down to 8 z's from the ground so far leaving the magma pipe for reasons. Freeze-multiplied about 20kilo-urists of water from a source supplied by just a couple murky pools and stored the liquid in a hollowed-out hillock (8-ish frozen months a year luckily). 10 z-levels of an about 100x100urist wooden obsidian-casting form have gone up. I need dig out all the dirt layers in the mold and cast the center section where the real fort's main entrance will be before ever digging below ground level in search of a less labor-intensive water-source for the rest of the casting. Morale is surprisingly high. Also fortress defense mod.

I'm genuinely impressed.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Imic** on **February 08, 2016, 07:27:31 am**

Could i be dorfed as a male hammerdwarf who doesn't want to be here

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **February 08, 2016, 02:20:08 pm**

Quote from: Imic on February 08, 2016, 07:27:31 am
Could i be dorfed as a male hammerdwarf who doesn't want to be here

Sure.

@**chaotic skies**, please post a writeup in the next couple days or else you will be skipped.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Taupe** on **February 08, 2016, 08:14:19 pm**

Quote from: Imic on February 08, 2016, 07:27:31 am
Could i be dorfed as a regular male hammerdwarf ~~who doesn't want to be here~~

I fixed it for you.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **February 08, 2016, 09:26:26 pm**

Sorry for not being very active, I've been piled up with school work. I can't gurantee when the next update will be, but I'm hoping to get one up in the next day or two.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **February 09, 2016, 01:01:33 am**

Quote from: Taupe on February 08, 2016, 08:14:19 pm
Quote from: Imic on February 08, 2016, 07:27:31 am
Could i be dorfed as a regular male hammerdwarf ~~who doesn't want to be here~~
I fixed it for you.

Nonsense! Our state-of-the-art Terror Bunkertm represents the pinnacle of luxury and is an incomparably-amenable home for the discerning modern dwarf, which such luxuries as a fully-functioning water feature, quarantine chambers for the mentally-unwell, and no way in or out save for a triple-layered airlock! There isn't a single citizen of the Lash who wouldn't relish the privilege of staying here, especially in light of the fact that the entire surface is swamped by vageener-mouthed abominations

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **February 11, 2016, 03:10:30 am**

bump. Also, chaotic has between now and whenever I next get around to checking up on this to post something or else he's gettin' skipped.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **chaotic skies** on **February 11, 2016, 07:14:21 pm**

I'm going to start work on a write up about five minutes ago out of fear that Frog will come back.

In other news, school is annoying.

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**
Post by: **Mr Frog** on **February 11, 2016, 08:14:40 pm**

Quote from: chaotic skies on February 11, 2016, 07:14:21 pm
I'm going to start work on a write up about five minutes ago out of fear that Frog will come back.

Too late. I'm actually alarmed that you hadn't even started on it despite knowing full well that you had until today/yesterday to get something up. I think I have to put my foot down at this point. chaotic skies's turn is officially over.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**
Post by: **chaotic skies** on **February 11, 2016, 08:31:25 pm**

Alright. Have a save in like 5 minutes.

Why Why do I procrastinate so much...

Everytime I do something...

I do this to myself...

~~Damn~~ Dang it...

Edit: Here's a save. (http://dff.d.bay12games.com/file.php?id=11766)

I probably will leave this for some time, if only to avoid annoying people anymore.

I'm sorry.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**
Post by: **Mr Frog** on **February 11, 2016, 09:24:18 pm**

Meh. I don't really hold it against you at all (I'm not in a position to do so) and I appreciate that you uploaded the current save. You just need to learn how to manage your commitments a bit better, I think.

At the risk of imposing too much, I would like a brief summary of what you did in the interim between your last update and the save you uploaded.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**
Post by: **Gwolski** on **February 12, 2016, 05:56:02 pm**

Quote from: Mr Frog on February 11, 2016, 09:24:18 pm
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Mr. Frog, I think you go over the top sometimes. There is few players as is. don't make less. Is my dwarf still alive?

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**
Post by: **Mr Frog** on **February 12, 2016, 06:15:28 pm**

Quote from: Gwolski on February 12, 2016, 05:56:02 pm
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Mr. Frog, I think you go over the top sometimes. There is few players as is. don't make less. Is my dwarf still alive?

Your dwarf, along with 95% of the previous fortress's population (not an exaggeration, surprisingly), is dead. Taupe's turn was *epic*.

And I stand by my decision. Having to wait upwards of a week between updates was starting to makes things drag a bit and was generally really sapping my enthusiasm for the fort, so I'd rather just chance it by putting the fort up for grabs for a couple weeks and then officially give it a proper send-off if there are no takers (which is certainly a possibility, this wasn't really the best-run fort and the version's heavily-obsolete) rather then let things kinda disintegrate until I finally lose interest entirely and leave it to moulder. I've seen forts end that way and it's really disappointing when it happens, lol.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**
Post by: **chaotic skies** on **February 12, 2016, 09:07:38 pm**

Honestly very little changed. I had it open for like 5 minutes, and wrote what you saw, and intended to finish it. And then life happened and everything exploded, as my life periodically does. Anything I writ from here on out will either be "Oh noes everyone's dead and stuff" or "Aw man they kicked me out of overseer position." Sorry if I let anyone down. Terrible habit. I'm told it's a side effect of something or other, but whatever.

On a side note, I'm going to go procrastinate my life away until I'm 60, living in a box in New York, and die from a drug overdose.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**
Post by: **Crashmaster** on **February 13, 2016, 12:17:09 am**

I'm having a look around; everything's good; still ghosts everywhere. Probably related to that sweet corpse stockpile we've decided we need in the center of base camp right next to the booze. Looks like I was the last one to make coffins. Wooden and stone furniture production is booming though. His Gaudiness would be less red if we could just slip a wooden shield in there. General moral could probably be raised by re-starting the mist generator - it's power gear was switched off.
The debacle over the blue-lever controlled water-supply bridge came down to the lever just needed a second pull to open it up. With the unlimited water supply re-established mining the spire could re-commence - if only the work site wasn't filled with memorial slabs. I might as well order the damn things moved since I've already un-paused. Better get that shield ordered up as well.

If we only had a plan to re-take the surface. Some of the Greater Spawn have migrated to 20 z-levels above the surface, we cannot win.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**
Post by: **chaotic skies** on **February 13, 2016, 12:47:45 am**

I'm not sure which is more alarming; the fact that, knowing this thread, we will raise children to be super soldiers and retake the surface, or the fact that we *didn't* have a plan to retake the surface.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**
Post by: **Crashmaster** on **February 13, 2016, 03:21:25 am**

The persistence of the three FB's constantly probing around our walls in the caverns is quite alarming as well. Also there may have been some accidental podular flooding but just think of it as farmable hallways.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**
Post by: **chaotic skies** on **February 13, 2016, 09:29:59 am**

Oh god what happened?

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**
Post by: **FallacyofUrist** on **February 13, 2016, 07:45:25 pm**

I recommend magma.
~~~  
Or see if you can make a vampire/werebeast army. Or something. Seriously, just do something so ridiculously unexpected that reality will have to concede and let you win this battle.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **chaotic skies** on **February 13, 2016, 08:13:27 pm**

Attempt to duplicate metals. Then, bury them in metal ingots. Job done.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **February 13, 2016, 09:24:41 pm**

Not many of the dwarven tricks are great for dealing with loose flyers. My only thought is to try and re-take the high ground. Build a level at the top of the map then drop it on everything at once.

Contain SPOILERS covered by next couple reports;  
Spoiler (click to show/hide)  
The pod flooding wasn't from the unfinished well reservoir supply but from pressure backing up the spire site access and getting in through an open bridge. When it says 'infinite water' it MEANS Infinite Water! It's a little wet but ok for now as raw adamantium storage. Your left lung is collapsed however. It was quite a fall. Worth it and the assorted bruising as well to mine-cut drop that chunk of stone onto the Greater Spawn in time. It was the one that was trapped in the old FB silk farm which we've re-taken along with an artifact copper battle axe that had been lodged in the vile spawn's body. Plan 'A' had been sic'ing the caged cave dragon on it the re-catching the dragon - it died. Plan 'B' was a completed six 10-upright-iron-menacing-spike trap path with doors and bridges but the bait children screwed it up and we ended up with the Greater Spawn stopping to destroy a storeroom door that was locked behind a fleeing child.

I've trapped four forgotten beasts from our level of the caverns. Do not know if there are more out there. Currently constructing workings to transfer them to new storage cells to free up the capture cells. One of them is a spider, another web sprayer. This brings up the option of web-cage-trapping areas on the surface and possibly in the old fort and capturing the Greater Spawn.

5-ish new migrants came in. They collected a bunch of cloth bins, iron items and caged animals into the western airlock before being worthy of entrance.

We're quite short on wood due to it previously being used for furniture. His gaudiness is getting mandates met for shields and maces mostly, a few scepters but I have not made him new quarters sadly. Yet.

Also human traders are just heading into the western trade depot just behind the main western airlock. Accurate (N)otes.

edit; how do we feel about humans? I can't remember if they've come to Clobbermountains before.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **chaotic skies** on **February 13, 2016, 09:54:51 pm**

Webspinners are cool. Put it somewhere that it can't escape, then have it shoot web at something. Infinite silk.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 13, 2016, 11:38:19 pm**

Humans are filthy sun-gazing heathens who worship the wrong gods IIRC.

Also Crashmaster are you officially taking a third turn??? Because holy *crap*. MVP.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **chaotic skies** on **February 13, 2016, 11:46:28 pm**

I didn't even know that we could take a second. Not that I think I'm allowing myself to do *that* again.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 14, 2016, 12:15:36 am**

Second/third/fourth turns and beyond are welcome, so long as they're not, like, directly-consecutive.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **chaotic skies** on **February 14, 2016, 12:18:10 am**

A series of consecutive turns is, in my mind, effectively just a really long turn that eventually becomes annoying.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 14, 2016, 12:49:57 am**

Quote from: chaotic skies on February 14, 2016, 12:18:10 am  
A series of consecutive turns is, in my mind, effectively just a really long turn that eventually becomes annoying.

Yeah, I'd personally allow it if there literally were no other takers but otherwise I personally would shuffle turns around so that there's no less than 2 different people playing in between any given person's turns. If that made sense.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **chaotic skies** on **February 14, 2016, 12:51:50 am**

Yeah makes sense. Last-ditch effort? Sure. Thing to do under all other circumstances? Nah.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **February 14, 2016, 05:27:44 pm**

Journal of Royal Nephew Mastercrasher Wiltedsmith - mid Autumn;

Spoiler (click to show/hide)



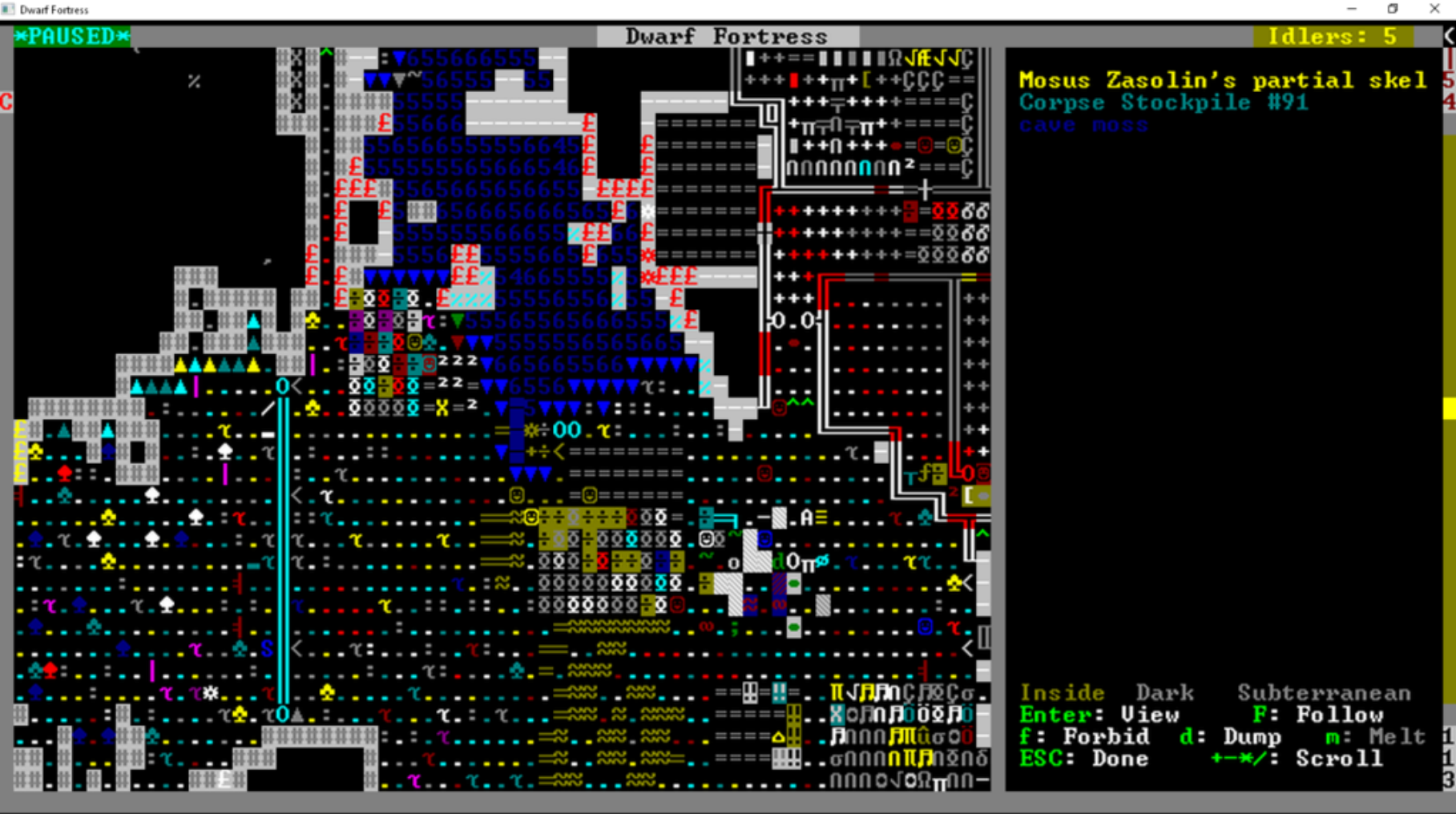
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Uncle Erib came to me about getting some stuff done. He's not been to happy in the caverns here and wants me to covertly re-focus some of our current priorities from; preparing for things to get worse to; expanding our strength with re-taking the fort proper in mind. I'm all in. Really interested in finally seeing the actual fort as well.

The current overseer is constantly busy so it is easy to intercept and alter instructions with my previous experience overseeing this base camp in the caverns.

First off wooden and stone furniture production is halted. We are so far behind on coffins due to honoring even those new arrivals who failed to reach safety underground as civilians. The corpses of our recently lost lie depressingly on the cavern ground next to out booze.

[Spoiler](#) (click to show/hide)



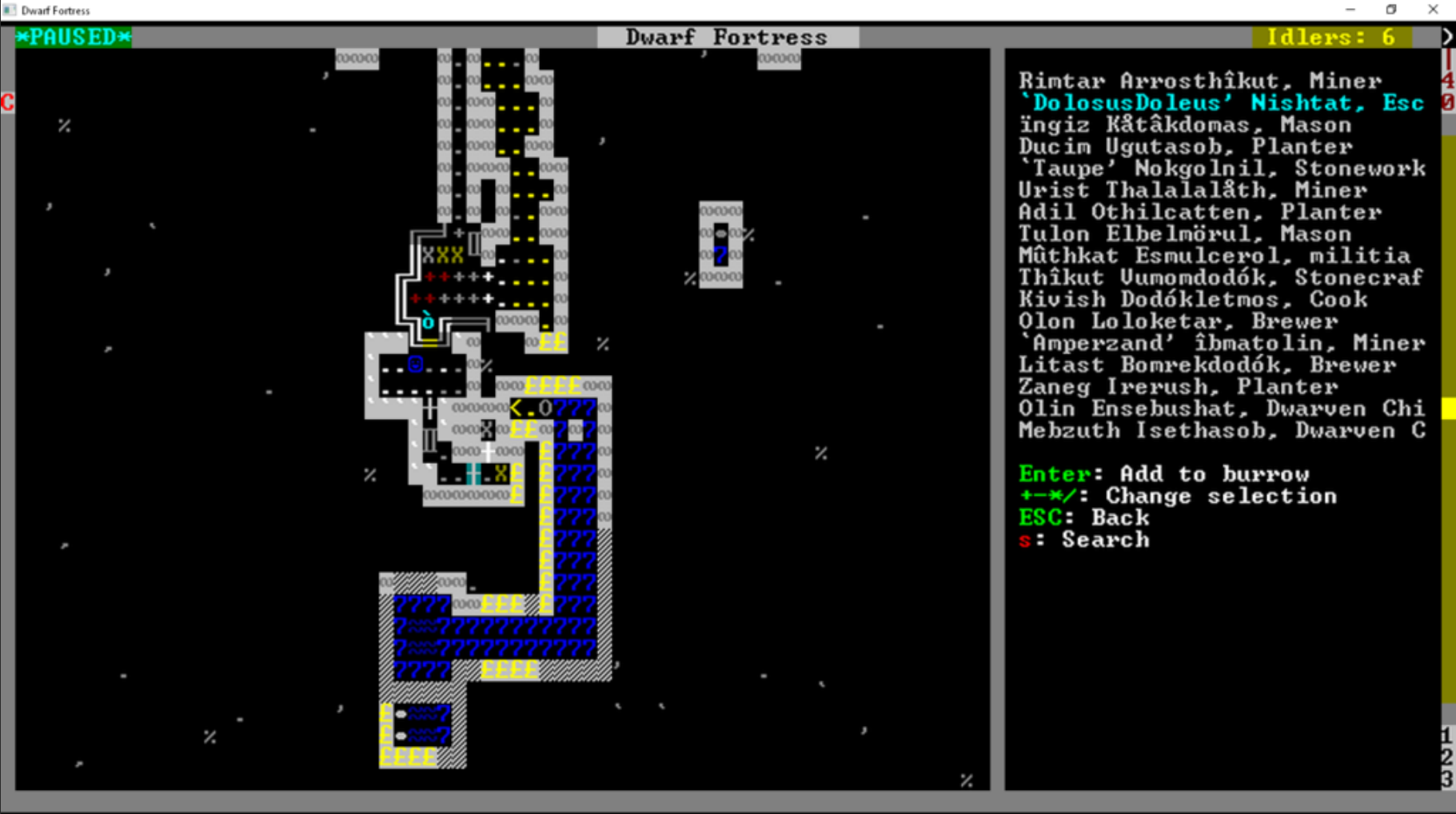
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We don't have a need for rock crafts that I can see. Uncle Erib does like his scepters but pointless work is just a waste. On a positive note we have quite a stockpile of iron menacing spikes, about 50 with some copper ones as well.

For some reason the mist generator has been shut off. Once re-started and running I guess the reason is work cancelled due to some dwarves getting swamped while trying to short-cut the edge of the pool. Couple floor grates ends that. The pool level is definitely lower then when I set this thing up. Reminds me that there was a plan to maintain the water level in the pool. Seems though that little progress has been made since due to some issue with the machinery in the old fort. I send DolosusDoleus to break into the old fort again since the lever appears to be in the wrong position.

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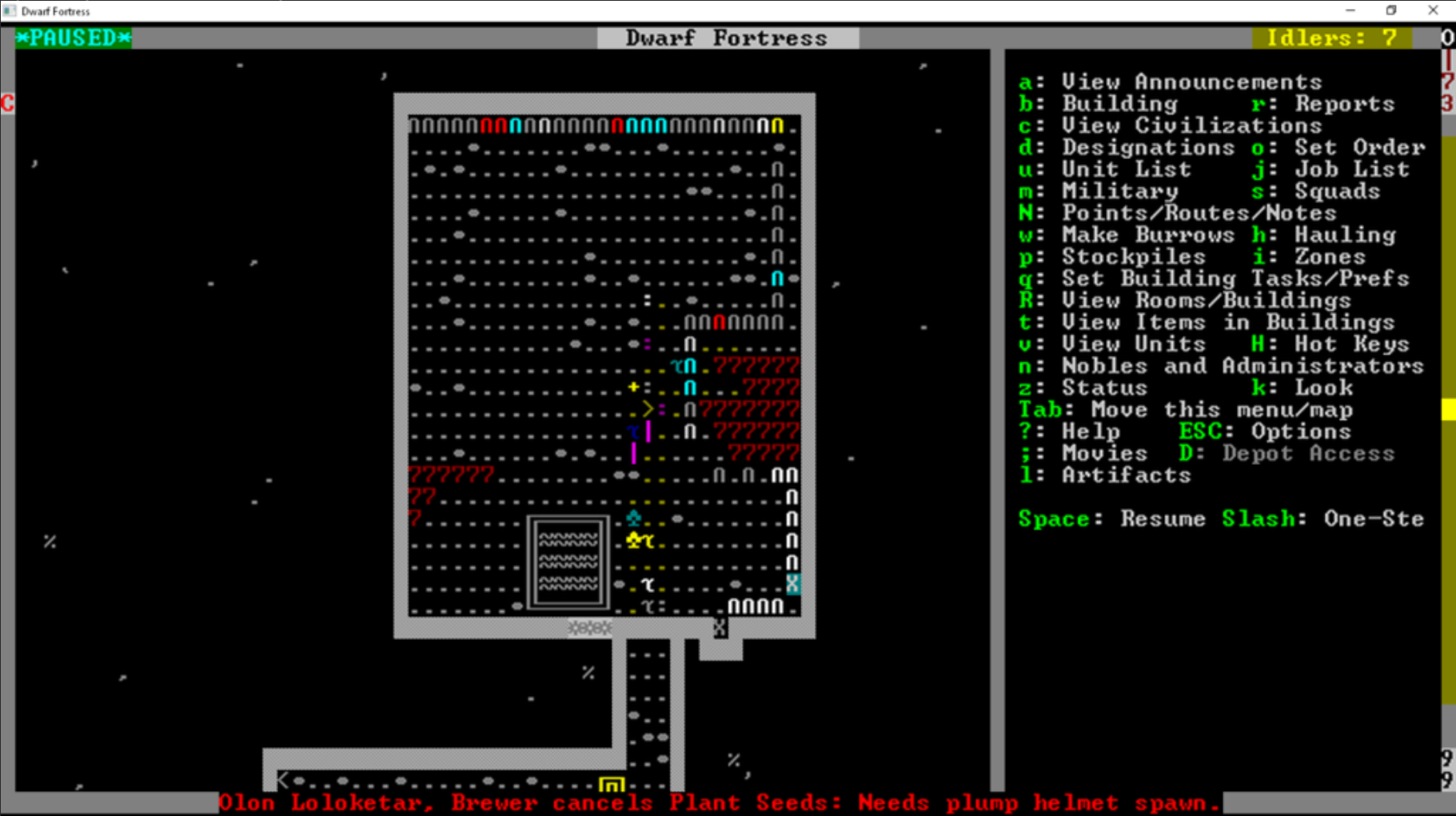




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As I head downwards to check on the adamantium mining progress I pass exploratory mining passages snaking into the darkness in all directions. After an exhausting survey I determine they lead to mined out veins of predominantly gold ore. All are walled off. Back on the task at hand I next encounter a sprawling complex our current overseer intends as another fall-back position. I find his lack of faith, disturbing. I also find BEDS! We don't have enough beds for everybody and our limited supply of wood has been exhausted on furniture that could have been made from stone. I order the beds removed, earmarked for assigned bedroom expansion. The complex's many twisting passages are surveyed. It has areas for wells with water supply shafts that run up to the old fort's safe water supply. I will at least finish the mechanical workings and linkings to control this. Finally at the spire dig site I find; no work whatsoever has been done. The area is ringed with memorial slabs to risen ghosts. I don't even.

[Spoiler](#) (click to show/hide)



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It could get ugly. I have all the slabs deconstructed for re-location to an empty room. Wow there are a lot of them. Now I'm thinking I should have had them deconstructed in batches. DolosusDoleus throws the infamous blue lever and starts setting the wall back in place as pressurized water erupts up out of the floor grates once again. Due to some lever confusion and suspected double-linking a few things are ordered to be re-done before putting the water supply to use. As I familiarize myself with the set of controls for the new airlocks the remnants of some forgotten migrant wave are slaughtered on the surface. Better check in on Uncle Erib. He does so much for us.

[Spoiler](#) (click to show/hide)



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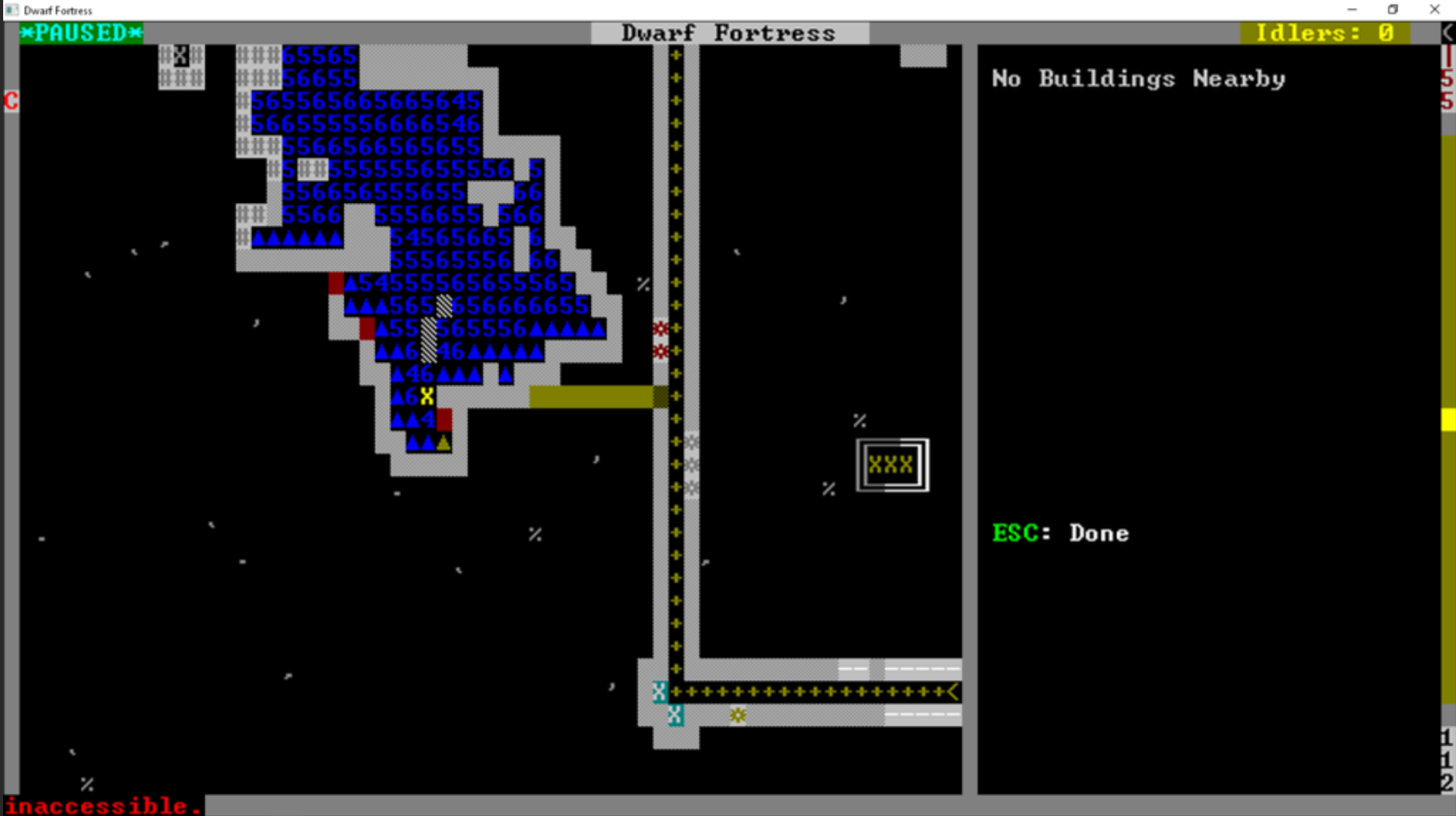


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Seriously? Not even one shield for the king?  
There's is a rotting corpse in the dining room as well. No idea. Gonna be making coffins for a long time it seems. At least we are starting to see some benefits from the re-started mist generator. With the water supply at the ready some extra taps and a feed to use for maintaining the pool's level are added to the water passage to the spire dig site. Scepter production restarted.

[Spoiler](#) (click to show/hide)





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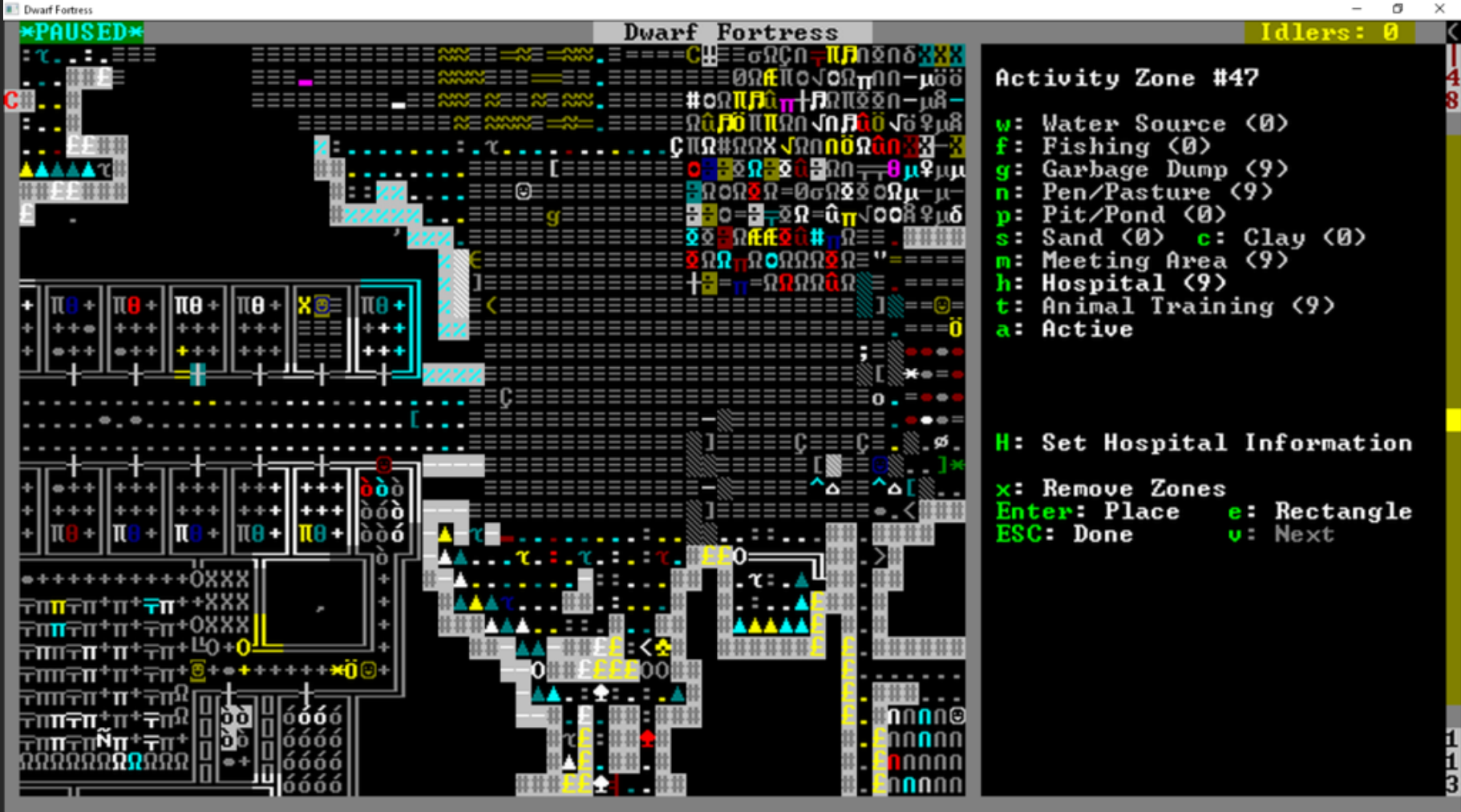
We have been closed off from the caverns in this area for quite some time. At least three Forgotten beasts prowl around just outside the walls constantly. We should probably do something about that.

There is activity on the surface. Several kobold ambushed engage the Greater Spawn suicidally while a thief makes an aborted run up the tunnel in the south. In the east the dwarven trade caravan arrived and scattered to various dooms.

Silver maces are being made for Uncle Erib. Still coffins, yeah. The memorial slabs from the spire dig site have filled the first room and are being set up in a large un-used room just south of the slab production are that already has a couple slabs in it.

Mr. Furg has been found to be resting in his room for quite some time now. It is deemed a hospital to get someone to have a look at him.

[Spoiler](#) (click to show/hide)



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It is now Winter.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **pisskop** on **February 14, 2016, 06:19:07 pm**

Downloads fort  
Everyone he knew is dead  
The topside is lost  
The grand workshops and bedrooms are silent  
The demons are running Armok  
Like 8 forgotten beast camping outside my empty tomb  
2 soldiers

Welcome home.

pedit: Oh wait, s his gaudiness still alive o.o that guy

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Taupe** on **February 14, 2016, 08:07:27 pm**



Maybe His Gaudiness wouldn't be so sad if he stopped mandating shields. Not the best way to forget that he lost fucking shield hand n' shit.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 14, 2016, 08:45:38 pm**

Quote from: Taupe on February 14, 2016, 08:07:27 pm  
Maybe His Gaudiness wouldn't be so sad if he stopped mandating shields. Not the best way to forget that he lost fucking shield hand n' shit.

He's trying to construct a prosthetic arm entirely from shields. He will use this shield-arm to take over the world.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **February 14, 2016, 10:48:07 pm**

Journal of Royal Nephew Mastercrasher Wiltedsmith - Winter; 213

The Overseer manages to find time to be taken by a fey mood and claims a mason's workshop. Promising. His needs include bones. We are cut off from any source of wildlife but have a caged cow corpse, caged cave dragon (not tame) and a caged cat that I was saving for later.  
Mr.Furg has been joined in convalescing by Fikod Channeltyphoons with a sore hand. I'll get him a bed. For Mr.Furg we will make a crutch as he still dosen't have one nor a left leg.  
The last of the memorial slabs are re-installed without too many ghosts re-appearing at once, the channeling in the spire dig site is completed, main water supply is turned on and the cat is getting butchered for the Overseer's bone needs.  
The caged cave dragon is worth more to us then bones. It is set up in a room dug out to access the Forgetten Beast silk farm that we had already sealed off from the old fort. With any luck the cave dragon will slay the heavily wouled Greater Spawn trapped within.

Spoiler (click to show/hide)



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Water is introduced to the spire dig site;

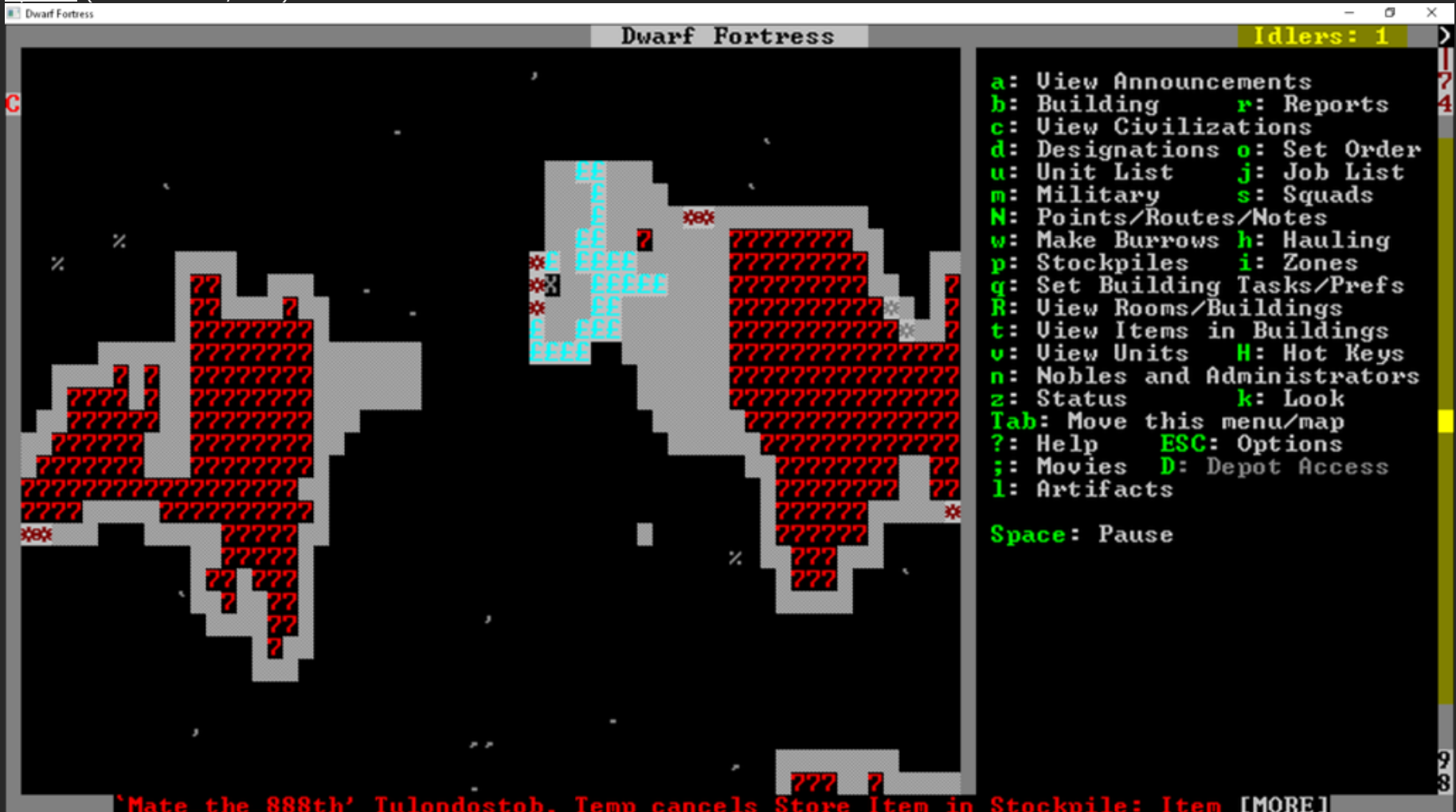
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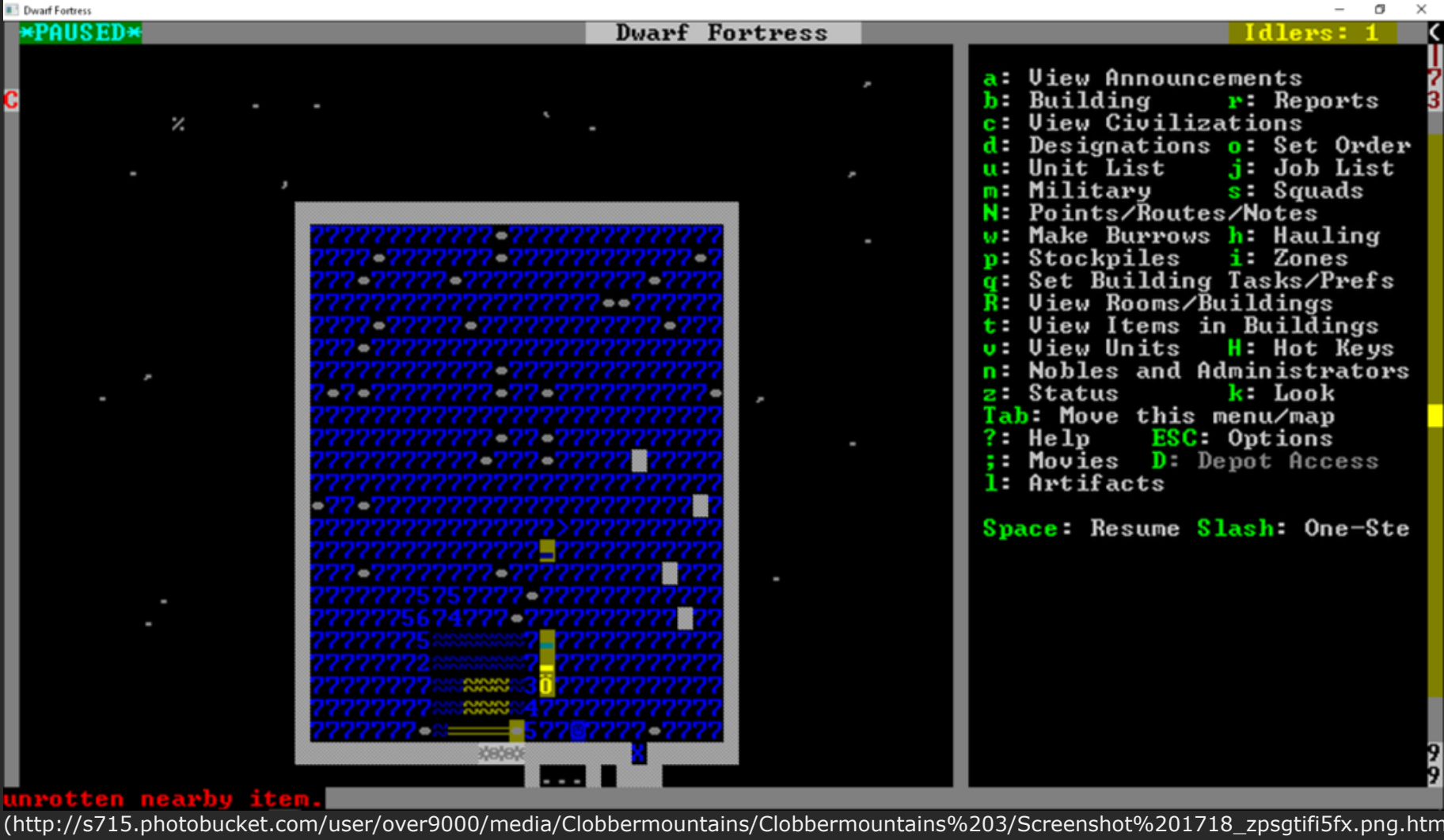


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There is a slight oversight. The sheer amount of water proved difficult to control. Without a hatch cover on the dig site access stair the water backed up partially flooding some areas of the pods and forcing water all the way up to base camp level.

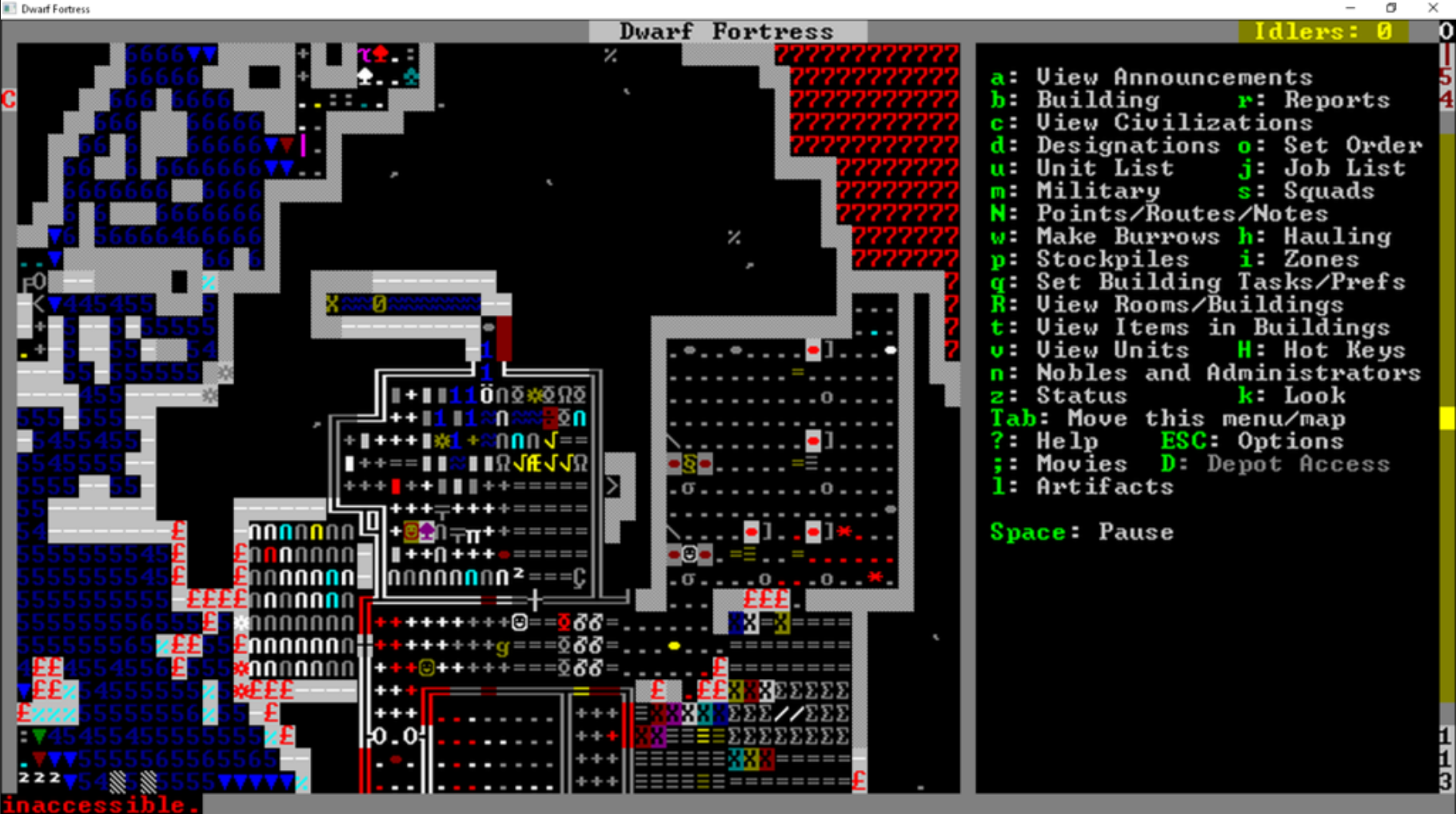
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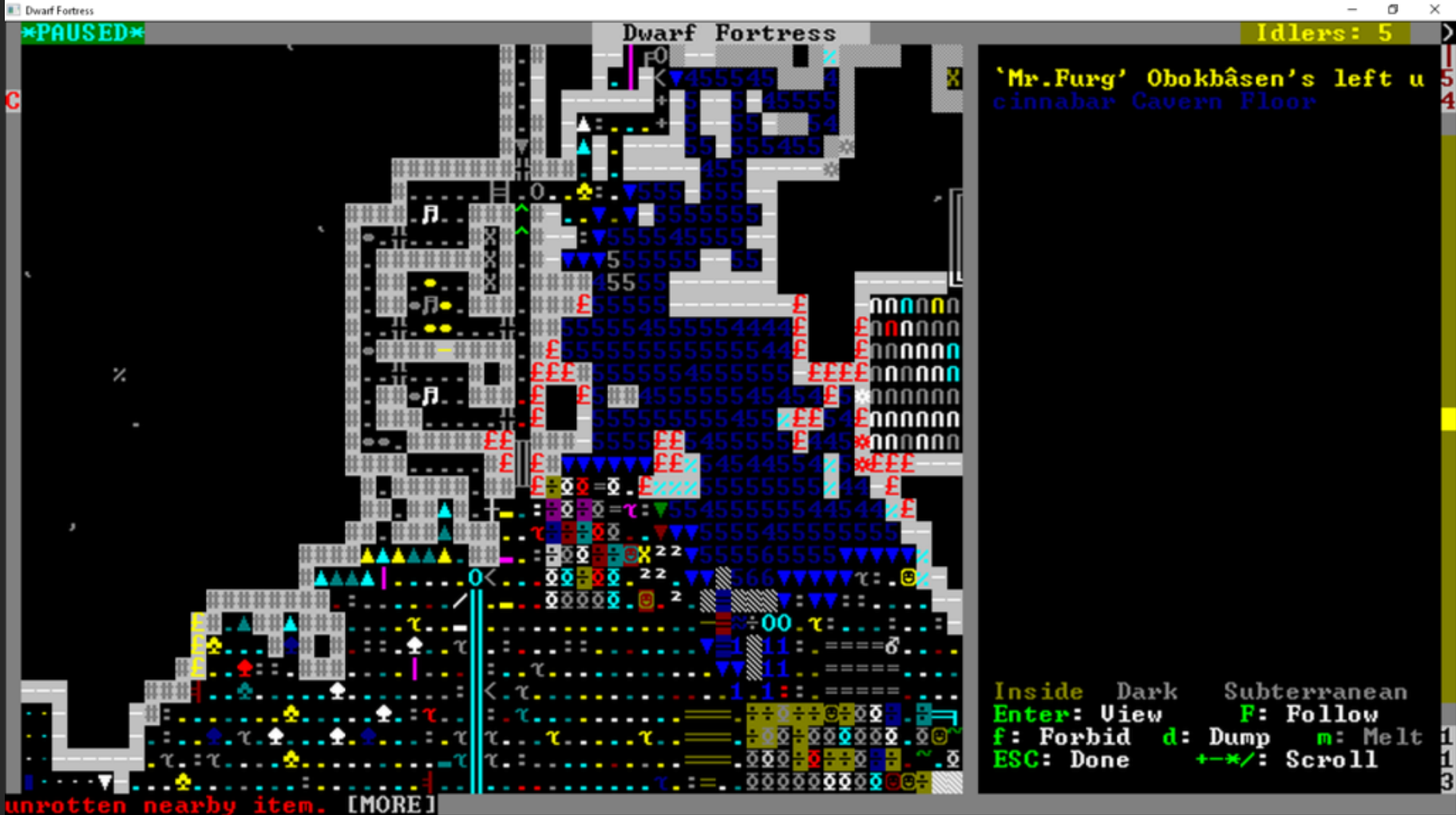
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No big deal.

A hole is dug to the FB silk farm without alerting the Greater Spawn there. The cave dragon is released after retreating behind closed door and bridge. Neither move and are left with hope for the long haul.

No progress on Mr.Furg's condition but we did find his leg while working on the Forgotten Beast trap.

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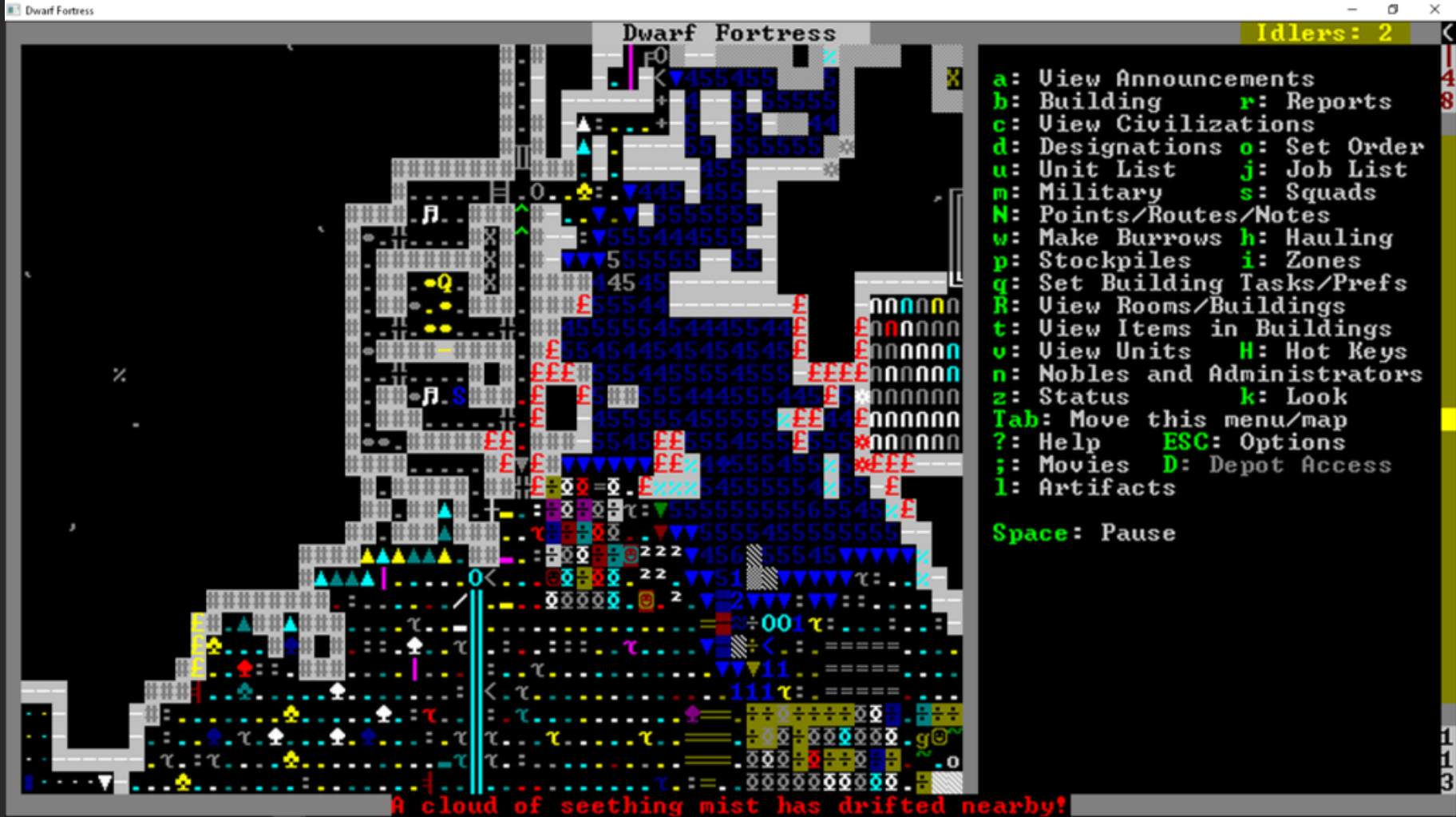


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A check on the cave dragon and it's dead after one page of fighting. The Greater Spawn is no more injred then before.

Back at base camp after a few armor stands are lost to not paying attention two forgotten beasts are securely captured in the new cells. One is a spider and webs.

[Spoiler \(click to show/hide\)](#)

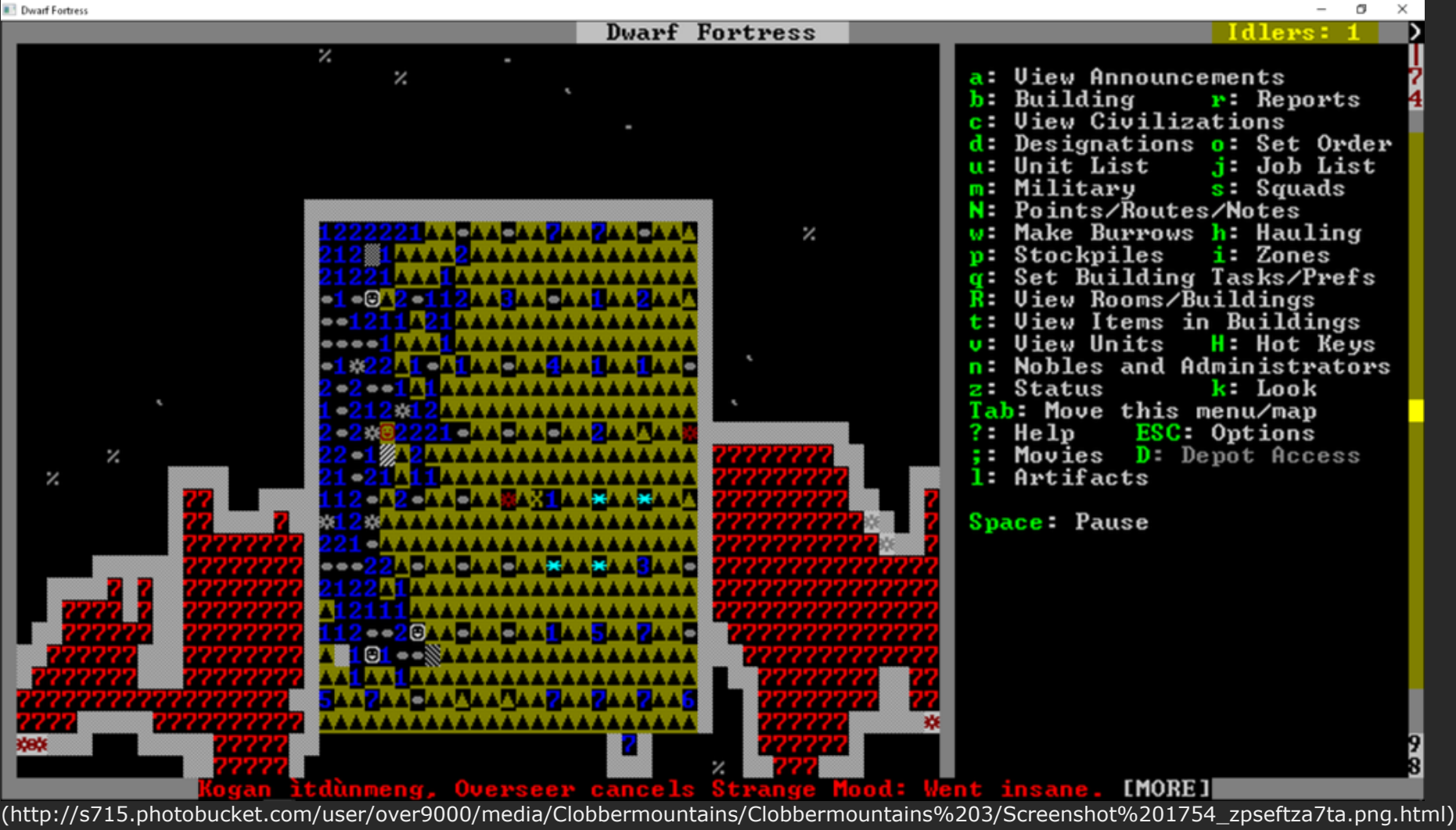


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It seems the poor cat's bones weren't enough for the Overseer. He still screams for more bones and we will not likely be able to provide them. There are still two more known Forgotten Beasts roaming the caverns in this vicinity. As appriciable work is finally being done in the spire dig site someone drops their baby in a test hole and it drowns and the Overseer goes stark raving mad. Does that officially make me Overseer or should I wait until he dies?

[Spoiler \(click to show/hide\)](#)





A miner turns up in bed with a broken arm. His room is also turned into a hospital and this time some sort of dedicated medical personal is sent to see to the invalids.

An axedwarf's ghost rises. It is not memorializable. He relates his arrival from the east and describes his body's location but it is unlikely we will be able to mount an effort to retrieve it in any reasonable time. He seems cool though.

It is now Spring

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Splint** on **February 15, 2016, 12:29:09 am**

Logic defying ghosts and suicidally brave kobolds. Great. I'll chalk those ones up with that time The Master somehow failed his fey mood in Spearbreakers.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **TheBiggerFish** on **February 15, 2016, 12:34:10 am**

Logic-defying? If you say so.

Oh dear. Now he's going to SHOW UP. AAAAAAA

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Splint** on **February 15, 2016, 12:41:55 am**

Well, when a ghost decides he won't go away when he's memorialized...

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **February 15, 2016, 01:01:30 am**

He's a caravan guard who just doesn't show up in the list so I can't memorialize him. That's why I tracked down his corpse from the stocks screen so we could go after it if his ghost started causing trouble but it seems harmless.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 16, 2016, 01:17:49 am**

Quote from: Crashmaster on February 15, 2016, 01:01:30 am  
He's a caravan guard who just doesn't show up in the list so I can't memorialize him. That's why I tracked down his corpse from the stocks screen so we could go after it if his ghost started causing trouble but it seems harmless.

Dunno if DFHack can do anything about that, but if it can then you are cleared to do it. I *think* there actually is a function that'll directly make caravan guards engravable, come to think of it.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **DolosusDoleus** on **February 16, 2016, 02:18:58 pm**

Oh what, this thread is suddenly alive again? This pleases me greatly.

Also, gonna confirm what Frog said, you can use DFHack to memorialize caravan guards.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Kadian** on **February 18, 2016, 03:02:33 pm**

I'm pretty sure I'd love to have a dwarf in this mess of a fort. Preferably something to do with Swords or weapons in general (be it military or Smith). Onwards, to death?

Dwarf, not Overseer, mind you :P



Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 18, 2016, 04:12:12 pm**

Added Crash's updates to the list, updated the turnlist (in particular changing c.s.'s entry to reflect that he was simply aborted midway rather than skipped). I'm back, baby.

*Excellent* job as always, Crash. Pity the cave dragon didn't work. Clearly, we need to get !!CREATIVE!!.

Quote from: Kadian on February 18, 2016, 03:02:33 pm  
I'm pretty sure I'd love to have a dwarf in this mess of a fort. Preferably something to do with Swords or weapons in general (be it military or Smith). Onwards, to death?  
  
Dwarf, not Overseer, mind you :P

Okiedokie. One of these days we'll get people signing up again, lol.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **February 19, 2016, 02:32:45 am**

Journal of Royal Nephew Mastercrasher Wiltedsmith - Spring; 214

The new year brings fortune already as the mad old Overseer wanders into his room and I have him quietly locked inside. He wasn't really causing trouble nor did I expect him too, it just seemed too convenient an opportunity to ignore. I imagine his spouse might be somewhat put out but there might be a free bed in the housing expansion now and then.

Spoiler (click to show/hide)

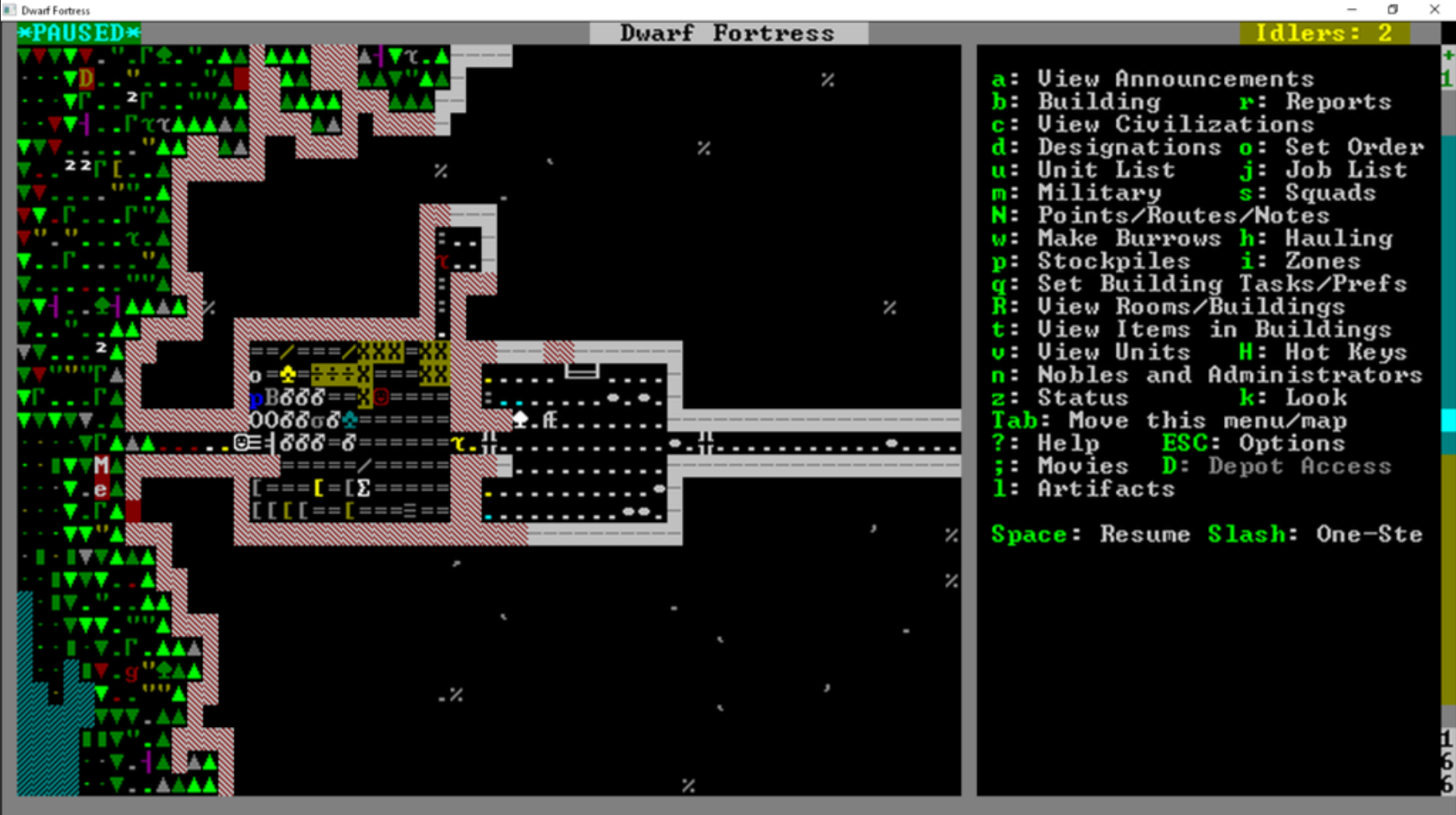


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We're digging in the spire site down below and making use of the stockpiled iron menacing spikes above constructing a repeating upright spikes hallway to deal with the FB silk farm Greater Spawn menace "Baitcancer," above.

Migrants arrive from the west. They do quite well for themselves on the surface gathering usefull goods into the western airlock. Two of them even venture to the east and get into a confrontation with a Greater Spawn. It just screeches a lot and they go back West and get back to work. (Anther surface encompassing 3D forbidding is called for - only You can prevent forest die'rs.)

Spoiler (click to show/hide)



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At base camp it's been a comedy of errors and missed chances in the Forgotten Beast catching business. The water feature pool is refilling without problems at least. Permanent cells for the captured Forgotten Beasts have been laid out just West of the capture cells.

[Spoiler](#) (click to show/hide)



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At the FB silk farm it's more of the same. The baby sent to, uh, lure Baitcancer into the upright menacing spikes hallway runs right past the thing leading it away from the trap. Another child shows up with a carpenter not far behind before doors start getting locked down and alerts activated.  
(It had time for eight attacks; it screeched ineffectively seven times and grappled the dwarven baby once then released it. Very unleathal similar to the two migrants' recent encounter.)

[Spoiler](#) (click to show/hide)





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With the targeted Greater Spawn busy destroying the microcline door that shut in it's face, we expect it will be stationary for a short time right on top of a section of the cavern already dropped through this area. A hurried mining project is capped off by Chaotic Skis' self-sacrificing efforts to cut the new block loose. After the dust had cleared he was found to have survived a two z-level fall with only bruising and a collapsed lung. He fortuetously landed on a sloped ledge still 5 z-levels above the rock floor of the FB silk farm.

[Spoiler \(click to show/hide\)](#)



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Baitcancer was thoroughly killed. In it's mangled but still reconizable body was found embedded Remdustik, "The Doused Boar," a copper battleaxe. Named by it's previous owner 'Fervus' Striketheater, legendary royal guard of the old fort. It is a potent reminder that we eak out a miserable existence hidden under the corpses of better prepared dwarves then us.

[Spoiler \(click to show/hide\)](#)

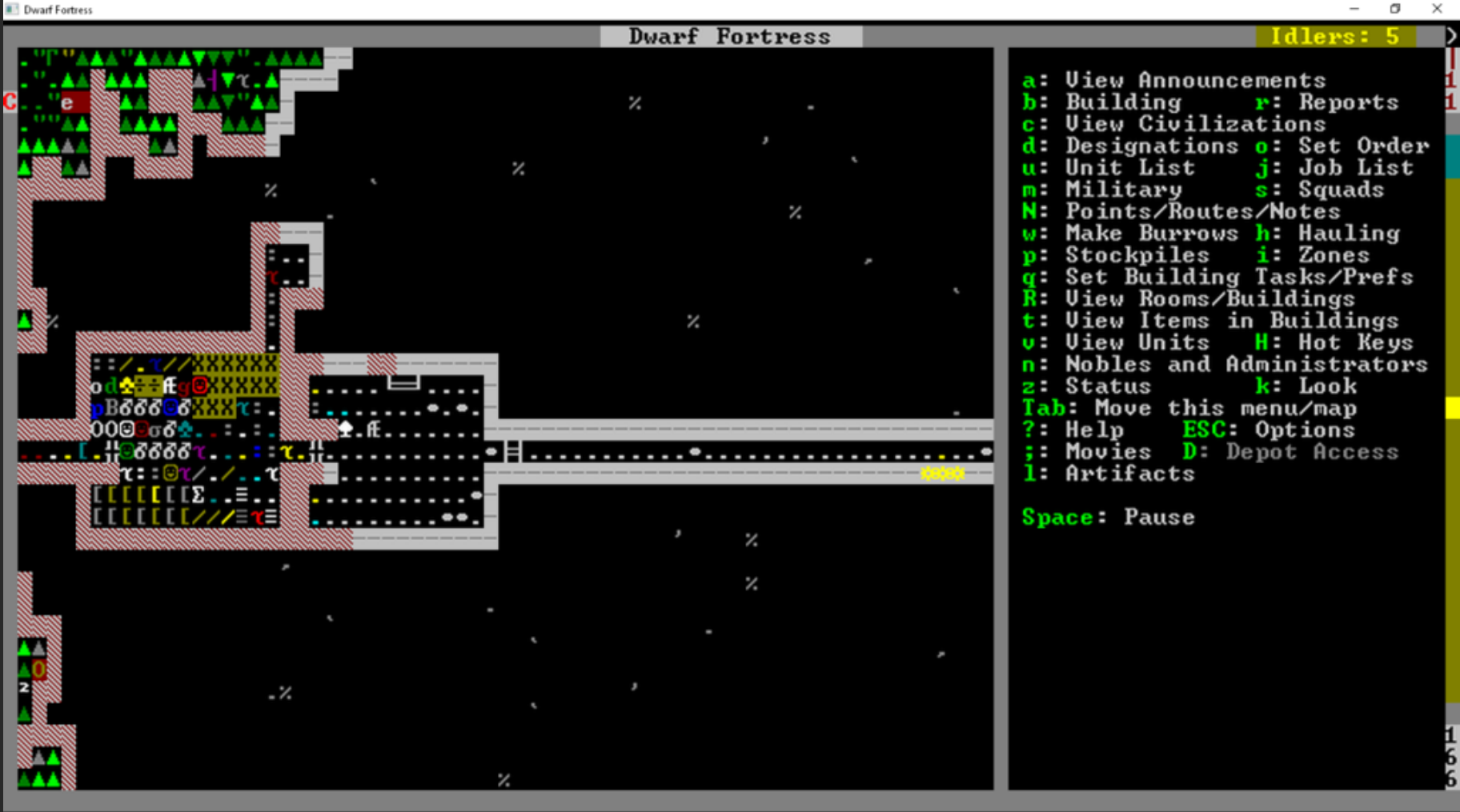




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Elven caravan and Holistic ambushes on the surface. Those migrants are still alive in the west airlock. I should really let them in.

Spoiler (click to show/hide)



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I'm seriously going to get around to seeing about Uncle Eribs needs soon, rooms, maces, shields, easy enough. What could go wrong?

It is now Summer.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Splint** on **February 19, 2016, 03:03:21 am**

The Honored Dead deliver to us a reminder of our former might, however insignificant a copper war axe may be.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 19, 2016, 04:01:52 pm**

Quote from: Crashmaster on February 19, 2016, 02:32:45 am

The forgotten beast was thoroughly killed. In it's mangled but still reconizable body was found embedded Remdustik, "The Doused Boar," a copper battleaxe. Named by it's previous owner 'Fervus' Striketheater, legendary royal guard of the old fort. It is a potent reminder that we eak out a miserable existence hidden under the corpses of better prepared dwarves then us.

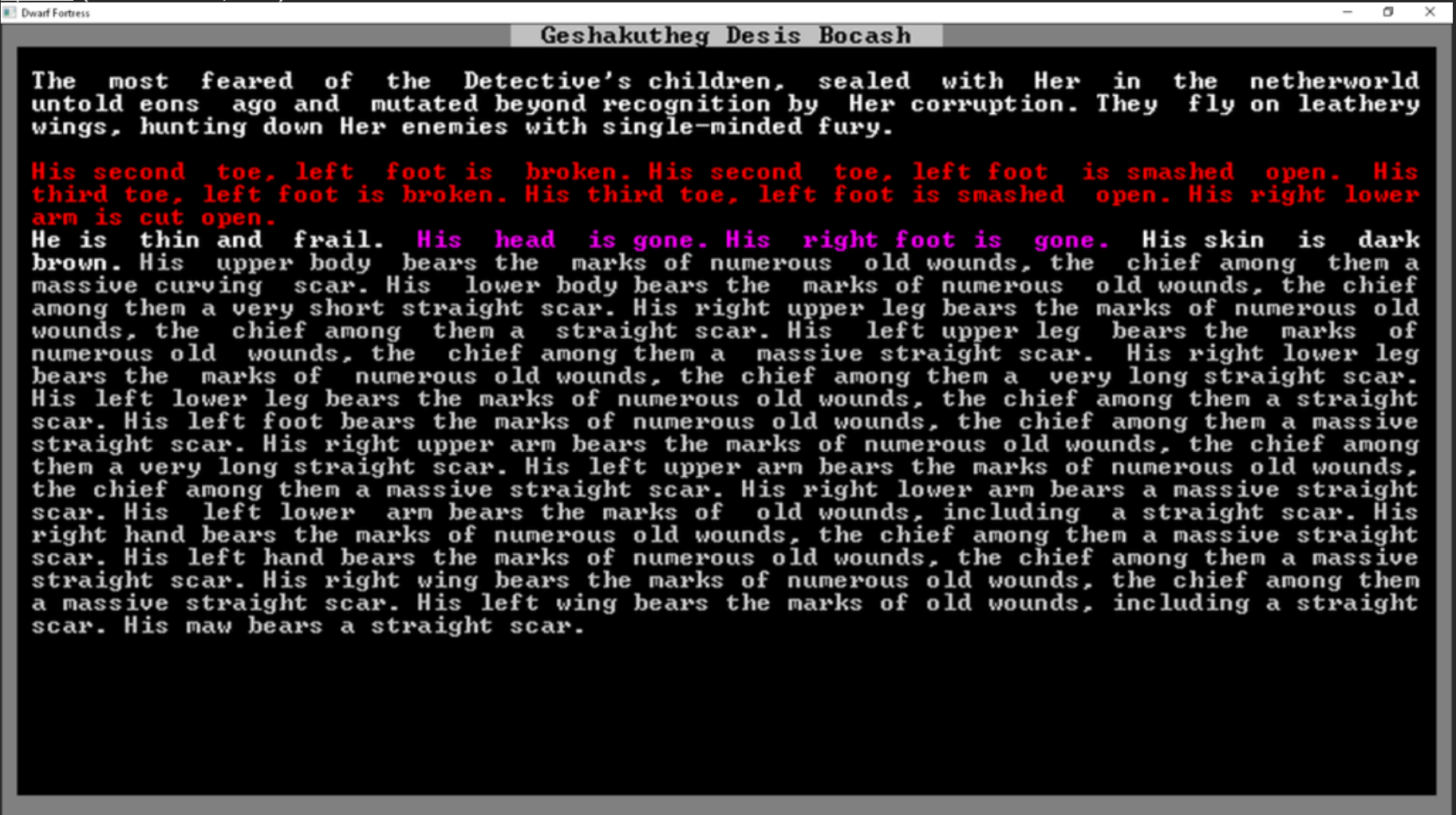
Daaaaaaamn, that's intense. May I have a description of the FB? I kinda wanna draw this.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **February 19, 2016, 10:02:24 pm**

Whups! editing and content error there. It was a heavily wounded greater spawn that we were trying to evict from the forgotten beast silk farm.

Baitcancer the Snarl of Rut...

[Spoiler](#) (click to show/hide)



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I guess he is screeching with his chest-mouth?

He was covered in diorite dust. He wasn't in the silk farm back when the order to drop the supports went out and must have just snuck up the stairs and right under the block just as it fell getting grazed by the dust - bastard. The named copper battleaxe was lodged in his right lo... hmm.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Taupe** on **February 20, 2016, 03:05:28 pm**

His head is gone. Dude gives zero fucks. He can still outwit us.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 20, 2016, 03:23:26 pm**

Quote from: [Taupe](#) on February 20, 2016, 03:05:28 pm  
His head is gone. Dude gives zero fucks. He can still outwit us.

Quote  
His head is gone

Crap, I didn't realise this and my drawing's already pretty close to done. Oh well.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 21, 2016, 10:52:08 pm**

Finished the drawing:

[Spoiler](#) (click to show/hide)





also gonna put the description because I spent WAY too long typing this shit out:

Quote

Bit of a fun (if spoilery) story behind this one -- Clobbermountains was once a thriving fortress and capital of the mighty dwarven empire of the Torrid Lash, until -- in a moment of desperation -- we were forced to unleash the forces of hell itself in a last-ditch effort to rout invading enemy forces. This, predictably, backfired, as due to a mishap the demons gained entry into our fort's living quarters, where they proceeded to massacre our defenseless dwarves unchallenged -- a brief show of resistance by the fortress guard was quickly silenced, their pitiful gear and training being no match for the demons' terrifying might. In the end, only a small party of a dozen dwarves managed to escape the carnage by sealing themselves in a mason's workshop and setting up camp in the caverns.

Over the following years, our players managed to slowly reclaim bits and pieces of the old fortress from the demons though cunning and skill -- we lacked the manpower to drive them out through force, but were able to rout them indirectly through feats of engineering, cutting off their access to certain rooms and reclaiming the treasures within for ourselves.

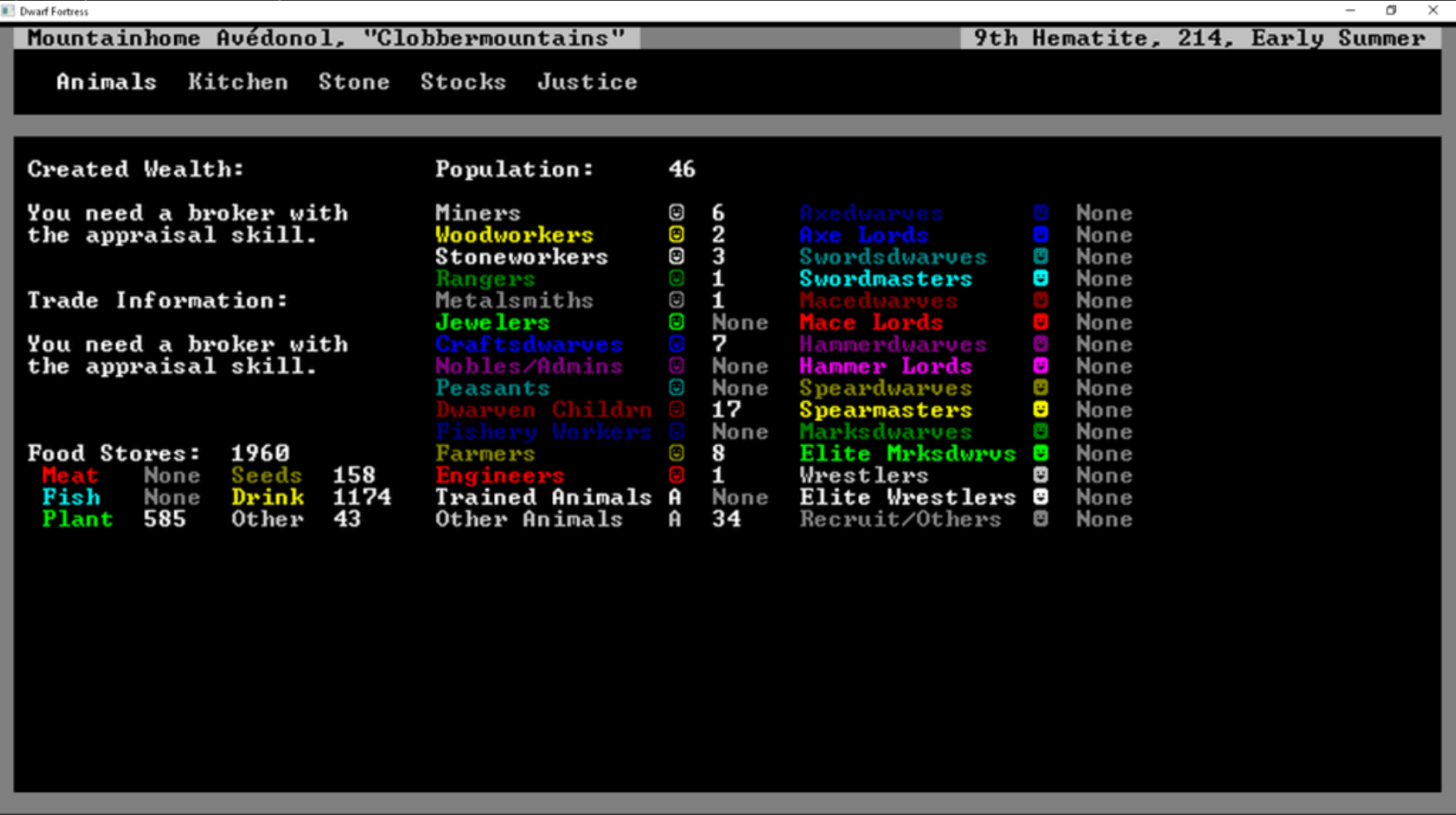
In particular, a lone demon had been wandering in a room which had been used to harvest the silk from a captured cave abomination, which had survived in isolation for years, ever since the fall of the old fortress. Reclaiming use of the room and the beast within would have gained us a reliable source of clothing for our hidden fortress; however, the demon within posed a problem, as it was far too strong to be dealt with by the meagre fighting force we could muster -- as was demonstrated when one player attempted to exterminate it by pitting it against a cave dragon, which was immediately torn to shreds. Fortunately, the player devised a new strategy -- drop blocks of raw stone through the ceiling in order to either crush the demon or let the resulting debris slam it against the walls. The technique proved effective, and the monster soon met its end as its obsidian heart was smashed to pieces within its chest. Embedded in the creature's broken corpse was a single copper battle-axe, a final memento from a long-dead soldier who met their end attempting to vanquish the beast -- a reminder of what we once were, and how far we had fallen.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **February 24, 2016, 10:13:05 pm**

*OOC; That's well-drawn, however it's pose in the shaft of light strangely makes me feel pity towards it. I mean, it looks evil, but sad.*

Journal of Royal Nephew Mastercrasher Wiltedsmith - Summer; 214

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Summer starts with some cleaning up and re-building of facilities in the FB silk farm. The floor is being re-worked into a couple of retracting bridges. With the success of the airlock system proved, each one is now outfitted with a forbidden trade depot. A child's strange mood results in little to note.

Spoiler (click to show/hide)





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With less important distractions out of the way the Forgotten Beasts capturing program returned to it's normal success rate. Even better actually as both of the remaining known Forgotten Beasts in our cavern layer were caught at the same time. The holding cells construction is concurrently bumped up in our priorities.

[Spoiler](#) (click to show/hide)



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Spire mining moves onward.

[Spoiler](#) (click to show/hide)



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Final securing of the Forgotten Beast silk farm area is carried out at ceiling level.

[Spoiler \(click to show/hide\)](#)



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Several ambushes of banshees in the east occupy the Greater Spawn on the surface as a Human caravan arrives from the west. The west airlocks are opened right to the depot.

[Spoiler \(click to show/hide\)](#)





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Once they're inside the outer bridge is sealed and the two inner ones opened. While considering whether or not we shall trade fairly with these humans a casting error is discovered at the spire site. No big deal though. Maybe a couple months to fix it.

It is now Autumn

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **February 24, 2016, 10:30:57 pm**

Journal of Royal Nephew Mastercrasher Wiltedsmith - Autumn; 214

It was decided to trade the piles of stonecrafts unnecessarily created by the crafters while trying to fulfil Uncle Erib's needs for scepters in exchange for foodstuffs, animals and simple iron goods from the humans. Getting rid of that crap and not stealing a shit-ton more useless garbage were the deciding points.  
As the spire site's current level of operations is flooded with magma for corrective casting the miners working on the sides above insist on crossing back and forth through the unpredictable flow. The whole area has to be forbidden to any traffic and almost not soon enough.

Spoiler (click to show/hide)



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Forgotten Beast prisoner transfers have begun. However an attempt to get rid of low quality statues as bait resulted in further difficulties due to the speed with which they can be toppled. Much delays. Elsewhere Forgotten Beasts are now arriving in hell apparently. With much rejoicing the caravan from Shakethmeng arrives safely in the west airlock. They are greeted by Uncle Erib who had apparently been locked in there a few months ago while getting a drink from the supply recently purchased from the human.



Spoiler (click to show/hide)



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it is now winter

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **February 24, 2016, 10:50:42 pm**

Journal of Royal Nephew Mastercrasher Wiltedsmith - Winter; 214

The sound of running water coming from a sealed-off section of the old fort near our base camp indicates the Greater Spawn are still up to no good up there.

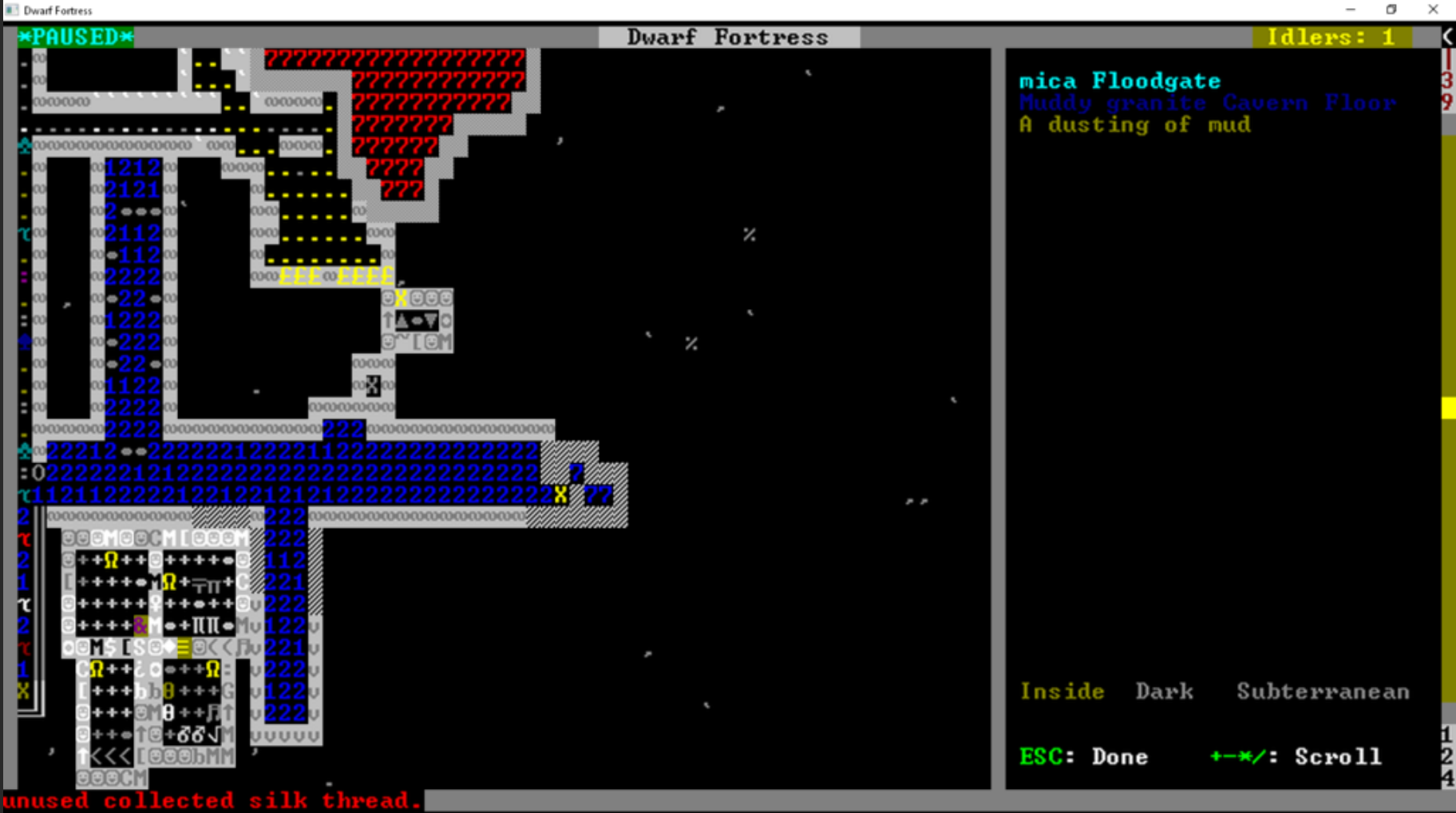
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It seems a door holding back the water supply for the old fort's well system has somehow opened or been destroyed. Only a mica floodgate holds the rest of that cavern layer's lake back for now. With any luck one of the saplings in the hall to the stairwell will mature and plug the passage before anything happens to that floodgate.

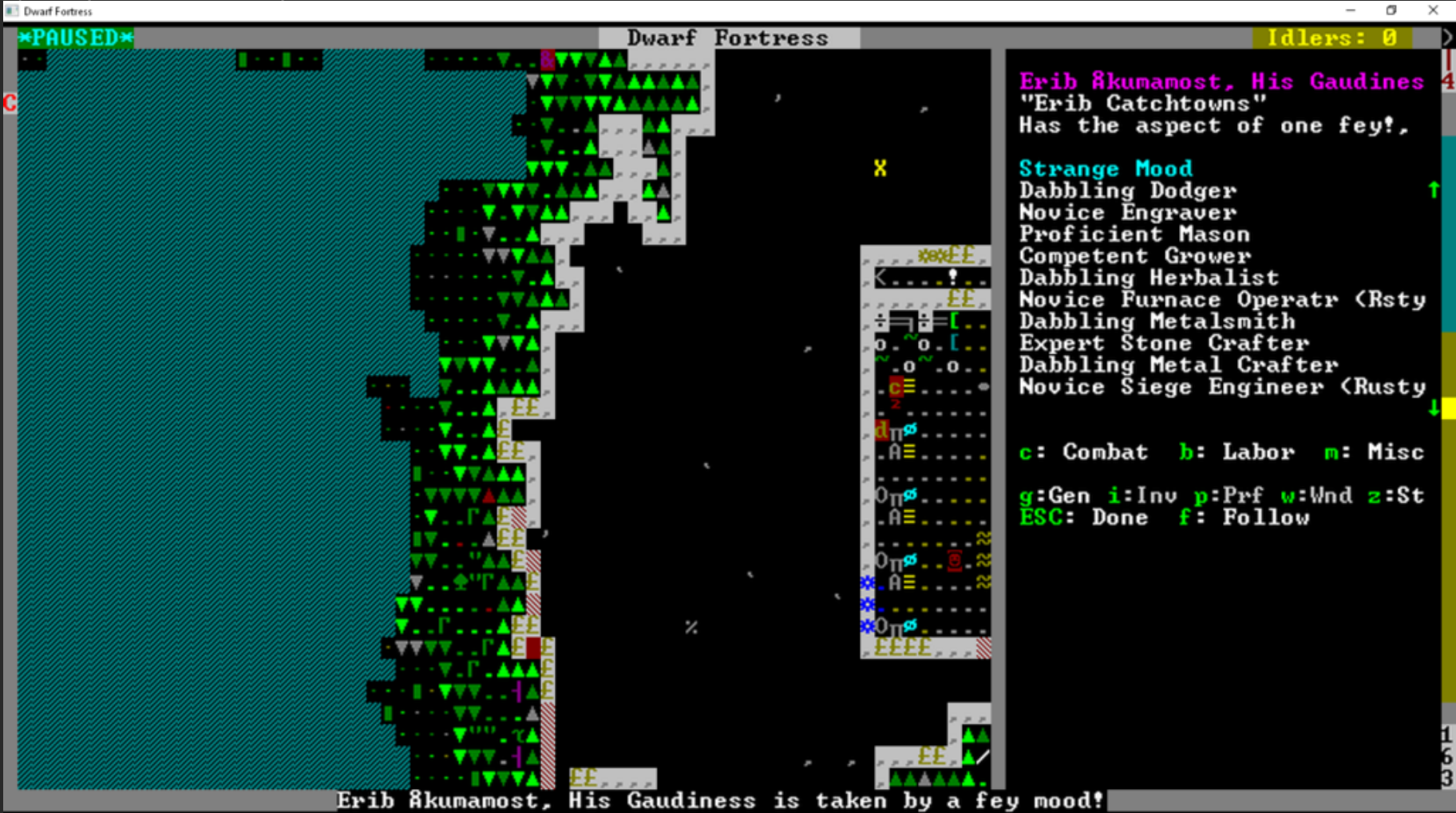
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A pair of raw adamantium coffins sweeten the successful trading of worn out clothing to the dwarven caravan for various foodstuffs, simple iron and steel items and some bins of leather. Things are chugging along quite smoothly if slowly here. Ah, crap.

[Spoiler](#) (click to show/hide)



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Wool cloth and bones may be issues for Uncle Erib's fey mood. The caravan is already packing up. More Forgotten Beasts arrive, one of them in our layer. We're still wrangling the one's we already have. Eventually we should be able to venture into the cavern again. I hope.

[Spoiler](#) (click to show/hide)





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Good news everyone!

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Chaotic Skies suffers another miner fall while working on removing the patchwork of natural and constructed floors that made up the silk farm. He's ok. Broken false ribs sounds pretty made up.

[Spoiler](#) (click to show/hide)





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After a few volunteer animals are butchered Uncle Erib finishes what is a very nice scepter. Hopefully that one will satisfy him for a while.

[Spoiler](#) (click to show/hide)



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Up on the surface a cyclops is torn to shreds by a single Greater Spawn. They certainly have not failed in 'defending' the surface. Another round of memorial slab engravings is ordered. Three this time. Uncle Erib's new room's have been carved out and mostly smoothed. We are actually installing furniture as well. He's gonna be so ecstatic.

It is now Spring.

OOC; So I've played a bit longer then intended on the weekend. Two more months into spring 2015 running/fixing the addy mine and finally finishing His Gaudiness' rooms. It still takes forever to get anything done. If there's no objections I would like to wrap up spring before posting the save.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 25, 2016, 01:21:01 am**

You can feel free to do whatever the hell you please, dude. You actually got *caravans* into this hellpit. I am actually, sincerely in awe.

Quote  
OOC; That's well-drawn, however it's pose in the shaft of light strangely makes me feel pity towards it. I mean, it looks evil, but sad.

They *are* kind of sad though, if you think about it. Twisted, malformed abominations sealed away for eternity in hell, with literally no other purpose in life than to exterminate dwarves. Like, if such a thing existed then I would genuinely feel sorry for it.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **February 25, 2016, 04:17:31 am**

Yeah, I do see that now. Especially given that after what was probably a lot of build-up for them, they find that exterminating dwarves is actually such a mundane and common goal in the overworld that they spend more time killing non-dwarves that are competing with them to kill dwarves. If only they knew that they'd been manipulated by dwarves all along. Tragic.

Truly it was Aldraglienon's airlock system that was the hero here. I just suggested throwing levers. Also having His Gaudiness still inside the west airlock while it was completely free and open to the outside world was quite the oversight. He's the real reason in-fort and in-thread that's keeping us going. I still can't believe what a hard-working dwarf that king is. He is everywhere and doing everything. The reason it seemed like I could get nothing done in Autumn was probably because His Gaudiness was locked in the west depot from just after the humans left to the arrival of the dwarven caravan :P

I'm still trying to come up with a simple enough solution to the Greater Spawn that we could try and carry it out. Bait is something we come up short on in every plan though so I've been trying to stockpile some breed-able animals for this purpose.

Oh and the Forgotten Beast showing up in hell? I've never seen that before and I don't think there have been any Greater Spawn wandering into hell from the borders ever either. After finishing with the mining of the spire site (and converting it to tree-farming maybe) we might want to move to hell. It's nice and roomy down there. Probably safer too.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Taupe** on **February 25, 2016, 11:54:25 am**

His Gaudiness does love his fucking scepters, that's for sure.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 25, 2016, 04:11:51 pm**

Quote from: Crashmaster on February 25, 2016, 04:17:31 am

Yeah, I do see that now. Especially given that after what was probably a lot of build-up for them, they find that exterminating dwarves is actually such a mundane and common goal in the overworld that they spend more time killing non-dwarves that are competing with them to kill dwarves. If only they knew that they'd been manipulated by dwarves all along. Tragic.

Wow, I actually didn't think about that last bit, lol. We kinda bamboozled the poor things.

Quote

Truly it was Aldraglienon's airlock system that was the hero here.

You're still the first person after him to actually use it -- Dolosus and chaotic were (understandably) afraid to mess with the levers, I think. Plus... again, *caravans*. We actually have *trade* going now, all while sequestered safely underground while demons ravage the surface at will. This is incredible.

Quote from: Crashmaster on February 25, 2016, 04:17:31 am

After finishing with the mining of the spire site (and converting it to tree-farming maybe) we might want to move to hell. It's nice and roomy down there. Probably safer too.

This is going in the quotes bank for no other reason than that I actually cannot believe I actually read this with my actual eyes. "Let's colonise hell, it'll be safer there." Jesus. The scary part is, you're probably right.

Quote from: Taupe on February 25, 2016, 11:54:25 am

His Gaudiness does love his fucking scepters, that's for sure.

Quote

fucking sceptres

( Â° ∩ Â°)

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **DolosusDoleus** on **February 25, 2016, 04:19:48 pm**

You are 100% correct about those levers btw. I was sure that if I started pulling them I'd somehow simultaneously let the spawn in and make the fortress drown in magma somehow.

I still think the MOLE, if it's ever completed, will be a viable way to get rid of banshees once we reclaim upper clobbermountains. At this point I just imagine my dwarf gibbering to himself over his unfinished creation.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 25, 2016, 04:30:58 pm**

Quote from: DolosusDoleus on February 25, 2016, 04:19:48 pm

You are 100% correct about those levers btw. I was sure that if I started pulling them I'd somehow simultaneously let the spawn in and make the fortress drown in magma somehow.

I still think the MOLE, if it's ever completed, will be a viable way to get rid of banshees once we reclaim upper clobbermountains. At this point I just imagine my dwarf gibbering to himself over his unfinished creation.

You're definitely right about the MOLE. Problem is, regaining access to the old fortress is entirely contingent on whether Crash can pull yet another miracle out of his ass and clear out the demons somehow. They're kind of a double-edged sword.

An idea that just occurred to me is that we could conceivably lure the remaining Greater Spawn into a room using a bait animal and subsequently seal them inside with drawbridges or controlled cave-ins. We don't necessarily need them *dead*, we just need them to not be in our living quarters.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Taupe** on **February 25, 2016, 04:37:13 pm**

Quote from: Crashmaster on February 25, 2016, 04:17:31 am

After finishing with the mining of the spire site (and converting it to tree-farming maybe) we might want to move to hell. It's nice and roomy down there. Probably safer too.

Yes, let's move all the dwarves to hell. We'll have effectively traded places with the greater spawn.

Ideally, someone will seal the spire with adamantine gates. In a few generations, the descendants of the greater spawns will dig too deep and too greedily, and unleash dwarves.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **chaotic skies** on **February 25, 2016, 06:30:01 pm**

Quote from: Taupe on February 25, 2016, 04:37:13 pm



Quote from: Crashmaster on February 25, 2016, 04:17:31 am

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Ideally, someone will seal the spire with adamantine gates. In a few generations, the descendants of the greater spawns will dig too deep and too greedily, and unleash dwarves.

This. This right here.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 25, 2016, 07:05:46 pm**

Quote from: chaotic skies on February 25, 2016, 06:30:01 pm

Quote from: Taupe on February 25, 2016, 04:37:13 pm

Quote from: Crashmaster on February 25, 2016, 04:17:31 am

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Ideally, someone will seal the spire with adamantine gates. In a few generations, the descendants of the greater spawns will dig too deep and too greedily, and unleash dwarves.

This. This right here.

It's funny because dwarves are objectively-horrifying creatures that pillage the earth for its riches, defile it with vulgar fortresses engraved with countless images of violence and depravity ~~and cheese~~, and obliterate the environment by axe and flame, and gleefully genocide all surrounding species when they're not busy executing and imprisoning their own kind over trivialities... Whereas the Greater Spawn are by comparison rather-easygoing creatures who simply want to purge the earth of the dwarven menace infesting its fields and caverns. Really, an argument could be made that Holistic and her ilk are the *heroes* here.

~~Now I'm kinda hoping that we never get rid of the demons so I can make the next fort use Greater Spawn as the playable race instead~~

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Aldraglienon** on **February 25, 2016, 10:15:39 pm**

Quote from: Crashmaster on February 25, 2016, 04:17:31 am

Truly it was Aldraglienon's airlock system that was the hero here.

Thanks, good to see my project is contributing to the forts survival!

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **chaotic skies** on **February 25, 2016, 10:50:49 pm**

I think I contributed...getting the schedule back to Spring to Winter instead of Fall to Summer.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **February 27, 2016, 03:05:06 pm**

Just a report of no progress due to some cat caring-for. My roommate was due home Friday but thursday his cat shows up beside my chair covered in blood. Freakin' panicked for sure. Possible artery nicked under a tear in his LF. No longer nose-pale, he's doing fine but coned and requires more attention. Probably will still do some DF'ing this weekend though.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Monitor Lisard** on **February 27, 2016, 04:07:10 pm**

Seems like yet another beard got adopted

Watch out, they mess up fps when left on their own

aww poor kitty

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 27, 2016, 06:07:33 pm**

Quote from: Crashmaster on February 27, 2016, 03:05:06 pm

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Thanks for the update! Hope the cat feels better soon; that sounds really awful.

Quote from: Monitor Lisard on February 27, 2016, 04:07:10 pm

Seems like yet another beard got adopted

Watch out, they mess up fps when left on their own

aww poor kitty

ayyyyy



Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Taupe** on **February 27, 2016, 06:48:50 pm**

Turns out, my own roommate's cat showed up covered in blood yesterday as well. Stupid thing decided to remove its collar and got both paws and jaw stuck in the thing. Then it began to panic and almost killed itself.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **TheBiggerFish** on **February 27, 2016, 07:03:32 pm**

Oh wow.

That's not good.

I hope they both get better.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **chaotic skies** on **February 27, 2016, 07:19:07 pm**

I love cats, but they can get themselves into the worst situations. How they can do this and still be so adorable, I will never know.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **February 28, 2016, 02:28:35 am**

Quote from: Mr Frog on February 27, 2016, 06:07:33 pm

Quote from: Crashmaster on February 27, 2016, 03:05:06 pm

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I just realised that at first glance this looks like I'm heartily approving of the kitty getting maimed

this was not my intention I assure you

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Monitor Lisard** on **February 28, 2016, 05:05:17 am**

Quote from: Mr Frog on February 28, 2016, 02:28:35 am

Quote from: Mr Frog on February 27, 2016, 06:07:33 pm

Quote from: Crashmaster on February 27, 2016, 03:05:06 pm

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I can't help but see her upper lip as her mouth.

In that case, she is serious.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Kadian** on **February 28, 2016, 11:56:28 am**

Quote from: Monitor Lisard on February 28, 2016, 05:05:17 am

Quote from: Mr Frog on February 28, 2016, 02:28:35 am

Quote from: Mr Frog on February 27, 2016, 06:07:33 pm

Quote from: Crashmaster on February 27, 2016, 03:05:06 pm

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-snip-

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I can't help but see her upper lip as her mouth.

In that case, she is serious.

It would also mean that she has one mean double chin. Oh, poor Garnet, what are they doing to you? . . . Someone might want to mod a gemstone-race into DF, with the possibility to grow them with gems. Or is that a thing already?

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**

Post by: **Mr Frog** on **February 28, 2016, 11:49:34 pm**


Quote from: Monitor Lisard on February 28, 2016, 05:05:17 am

Quote from: Mr Frog on February 28, 2016, 02:28:35 am

Quote from: Mr Frog on February 27, 2016, 06:07:33 pm

Quote from: Crashmaster on February 27, 2016, 03:05:06 pm

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I can't help but see her upper lip as her mouth.

In that case, she is serious.

She's always serious.

Serious about COMEDY.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**

Post by: **Lolfail0009** on **March 01, 2016, 04:48:36 am**

Quote from: Mr Frog on February 28, 2016, 11:49:34 pm


Quote from: Monitor Lisard on February 28, 2016, 05:05:17 am

Quote from: Mr Frog on February 28, 2016, 02:28:35 am

Quote from: Mr Frog on February 27, 2016, 06:07:33 pm

Quote from: Crashmaster on February 27, 2016, 03:05:06 pm

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I can't help but see her upper lip as her mouth.

In that case, she is serious.

She's always serious.

Serious about COMEDY.

You can't have comedy without fear, and you can't have fear without being serious, after all~

Title: **Re: (34.11 Succession) Clobbermountains -- Cowering in Comfort [Players Wanted!]**

Post by: **Imic** on **March 01, 2016, 08:01:02 am**

Quote from: Taupe on February 08, 2016, 08:14:19 pm

Quote from: Imic on February 08, 2016, 07:27:31 am

Could i be dorfed as a regular male hammerdwarf ~~who doesn't want to be here~~







([http://s715.photobucket.com/user/over9000/media/20160303\\_125035\\_zpsruswxwyl.jpg.html](http://s715.photobucket.com/user/over9000/media/20160303_125035_zpsruswxwyl.jpg.html))

I'll wrap up and get the save posted by the end of the weekend. Fort should be fairly well in control for whatever overseer you can rope into this mess next.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Kadian** on **March 03, 2016, 04:17:32 pm**

When is he ready to be slaughtered? Minced Cat-Meat Cookies ftw.  
  
Jokes aside: Cute Cat <3

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **March 03, 2016, 04:23:15 pm**

Quote from: Crashmaster on March 03, 2016, 04:15:10 pm

"Buddy," is doing fine. Lil' grumpy, stuck inside, needs non-stop rubs. Cleaned up, scabbed over nicely, no sign of infection, plenty of energy - too much energy for indoors.  
  
[adorable kitty snip]

I'll wrap up and get the save posted by the end of the weekend. Fort should be fairly well in control for whatever overseer you can rope into this mess next.

Excellent, dude. You the MVP here.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **March 08, 2016, 01:57:10 pm**

Write-up soon. More of the same plus a major gobbo siege killed off 10 greater spawn from the surface, 28 remain in total. Forgot to dwarf anybody.  
  
save: <http://dffd.bay12games.com/file.php?id=11834>

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **March 08, 2016, 05:56:20 pm**

Quote from: Crashmaster on March 08, 2016, 01:57:10 pm

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Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **March 11, 2016, 04:26:35 pm**

You okay, Crash?

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **March 11, 2016, 07:42:38 pm**

Tip top. Update is roughly written and screens chosen. I just need to dedicate a chunk of time to mash it together and upload - been too lazy in the evenings and tying up my computer with movies the last few nights - usually my roommate is pased out by 10. I'd like to promise tonight but part of me hopes I won't have time ;)

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Crashmaster** on **March 12, 2016, 03:33:20 pm**

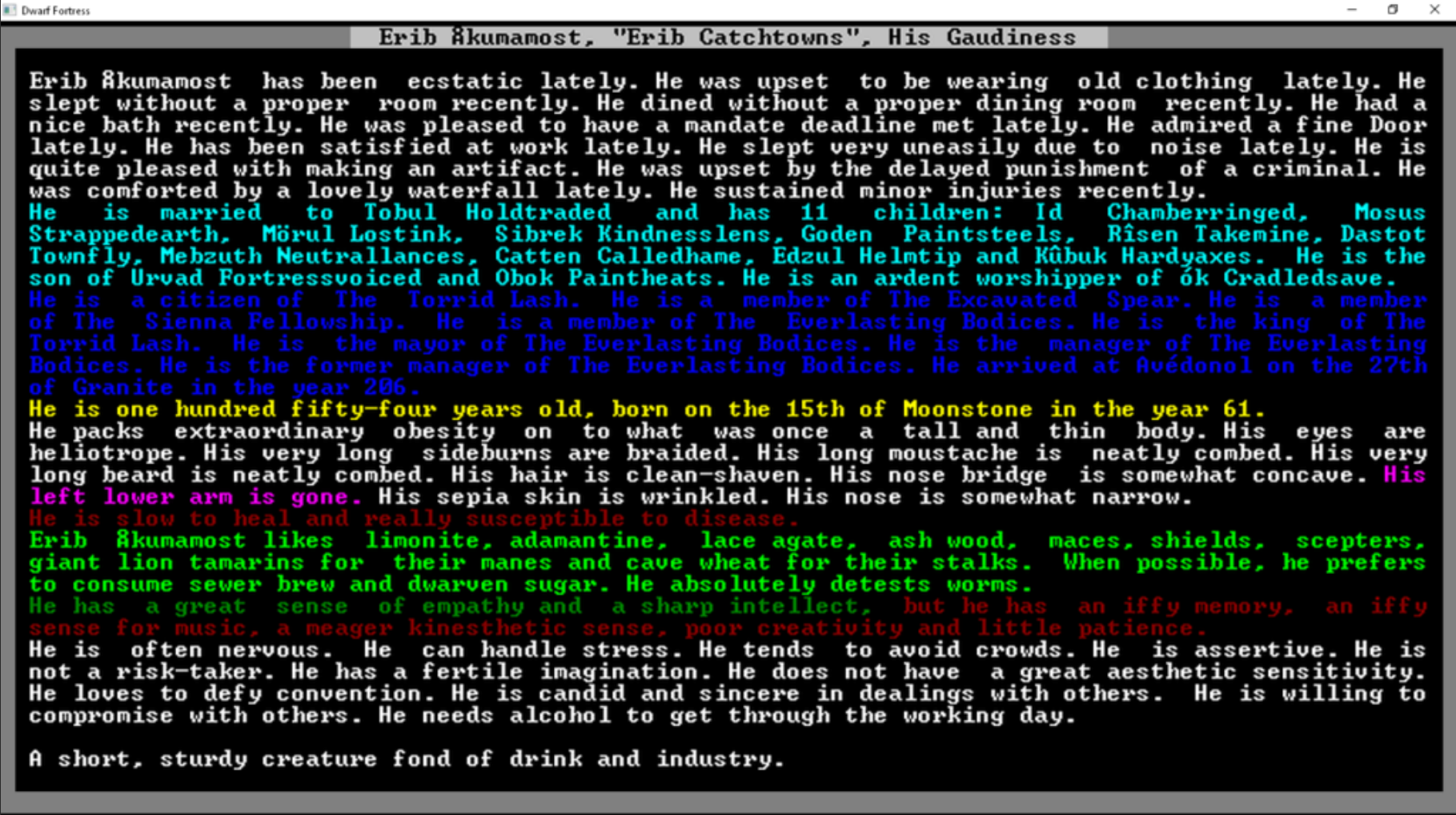
Journal of Royal Nephew Mastercrasher Wiltedsmith - Spring 2015

Uncle Erib tours his soon to be royal rooms; His bedroom made with the best of our golden furniture. Our best accidental raw adamantium coffin flanked by statues of our best dwarves and Mr.Furg too decorate his mausoleum. His office bear is quite nice but a somewhat sparse expanse of a dining room leaves room for improvement.

[Spoiler](#) (click to show/hide)



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[Spoiler](#) (click to show/hide)



([http://s715.photobucket.com/user/over9000/media/Clobbermountains/Clobbermountains%204/Screenshot%202054\\_zpsg754nrin.png.html](http://s715.photobucket.com/user/over9000/media/Clobbermountains/Clobbermountains%204/Screenshot%202054_zpsg754nrin.png.html))

Yeah, the dining room is inadequate. He didn't accept the wooded furniture. I'm not surprised really. They must be remade out of stone at least, more scepters too.

Migrants arrive, west airlock is opened for them to offer refuge from a cloud of mist looming just north of the entrance. After it passes they are ordered back out to gather supplies to prove themselves worthy of entrance.

Uncle Erib still works hard for us despite being let down about his dining room's promised opulence. He's taken on making his own masterpiece furniture for his dining room in between his mining duties and everything else he does so as to not over-stress the workforce with such trivialities. Truly the greatest dwarf.

[Spoiler \(click to show/hide\)](#)



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The migrants are granted early access after a goblin siege arrives on the surface up north. They chase down an unlucky pet poult and a worse-off mutated dwarf left from the last migrant wave. Following them further, they head towards the old fort's main entrance joining the rest of a sizable goblin force that has cut a bloody path up from the south and together lay siege to the greater spawns' stronghold at the old entrance. Vicious battle and sock-beating is begun.

[Spoiler \(click to show/hide\)](#)

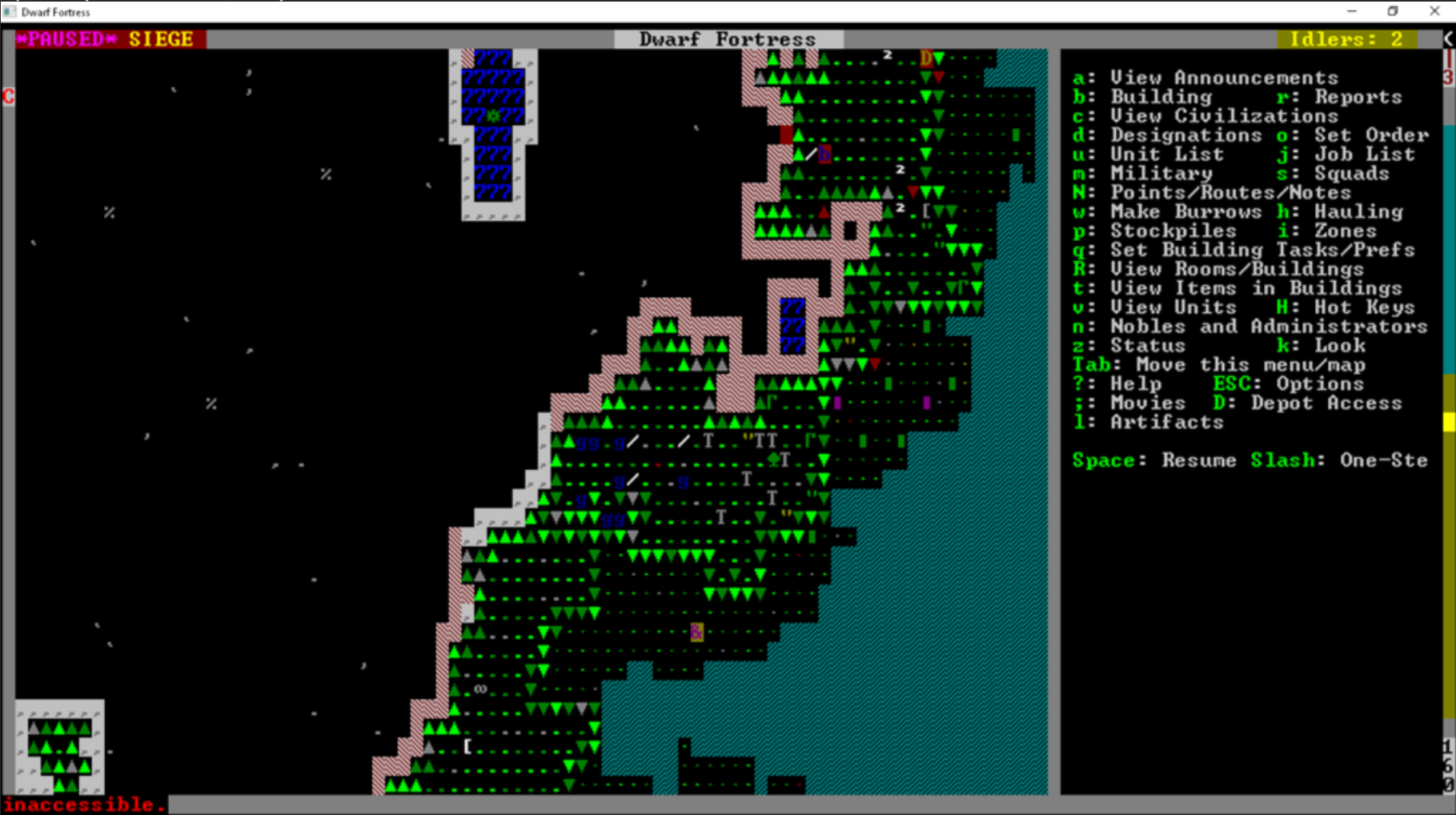




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Two squads of gobbos and some trolls break off east after more greater spawn, luring them down from the sky to fight.

[Spoiler](#) (click to show/hide)



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Another two squads move down south engaging even more greater spawn. Eventually the goblin forces are forced to retreat wherever they can leaving the remiaing greater spawn battered and 10 of their Armok-damned number killed (28 remain).

[Spoiler](#) (click to show/hide)





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One of the children finishes his fey mood producing a bone crossbow from the rationed units of bone removed from our precious potential breeding bait-animal stockpile. It is acceptable.

[Spoiler](#) (click to show/hide)



([http://s715.photobucket.com/user/over9000/media/Clobbermountains/Clobbermountains%204/Screenshot%20202118\\_zpsgvgd8grf.png.html](http://s715.photobucket.com/user/over9000/media/Clobbermountains/Clobbermountains%204/Screenshot%20202118_zpsgvgd8grf.png.html))

Smoke in the spire mining site portends the imminent discovery that we are missing a miner. Work will progress regardless.

[Spoiler](#) (click to show/hide)





([http://s715.photobucket.com/user/over9000/media/Clobbermountains/Clobbermountains%204/Screenshot%202121\\_zpshveikwlj.png.html](http://s715.photobucket.com/user/over9000/media/Clobbermountains/Clobbermountains%204/Screenshot%202121_zpshveikwlj.png.html))

We are making rock tables and chairs for Uncle Erib's dining room. Stone crafts for scepters as well. We're also still waiting on a weaponsmith to make him a silver mace. Silk cloth is being made but the Forgotten Beast has stopped spewing webs. Someone may have to go and poke it.

Despite the dangers of the continuing collapses the floor in the spire site around the precious spire itself is over half-way removed on this level now. I considered drafting new miners from the new migrants due to expected continued losses.

[Spoiler](#) (click to show/hide)



([http://s715.photobucket.com/user/over9000/media/Clobbermountains/Clobbermountains%204/Screenshot%202130\\_zpsrdogidc6.png.html](http://s715.photobucket.com/user/over9000/media/Clobbermountains/Clobbermountains%204/Screenshot%202130_zpsrdogidc6.png.html))

OOC; The plan in the spire is to channel out the non-spire floor, install an atom-smasher to eliminate excess water then flood the site obsidianizing the layer below around the spire so it can all be channeled out with the entire next level leaving the walls. The process is repeated next level down with the walls closing in each time.

It would be a good idea to start an area to house a bait-animal breeding program now. We have a breeding pair of ducks.

We are still ahead of the game in coffins for now but a few lost migrant waves could eat those up quick.

Re-taking the surface seems much more possible now. I would think finding a way to seal in the remaining greater spawn still inside of the old fort would be a good next project while waiting for the numbers outside to fall to attrition. I'm not even sure how many greater spawn are outside vs. those inside.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Taupe** on **March 12, 2016, 05:00:36 pm**

Why breed animals? What we NEED is to capture as many goblins as we can and release them in a special area under the surface. Let them act as banshee-sponges...

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **March 15, 2016, 01:30:30 am**

Oh man guys, sorry for the inactivity! I was distracted for the last couple of days. Another great turn, Crash! As always, I am in awe.



Unfortunately, we have now officially entered a succession fort's life cycle: the last player on the turnlist has stepped down, and none have stepped forward to replace him! Gads!

My plan for the immediate future is to let the thread mellow for the next couple weeks, in the hopes that someone throws their hat in the ring at the last minute. If not, I will begin writing up a proper ending for the fortress myself -- I really don't want to have to do it that way, since it'd be wasting a lot of amazing work done by the last few players (in particular, I really want the old fort to be reclaimed now that it looks more and more possible to do so) ~~and to be honest I was hoping we could claw our way into the HoL through sheer dogged persistence~~, but if people are losing interest in the fort then it'd be better to give those still with us a proper ending rather than let the fortress fade into nothing.

Since I think we have quite a few lurkers in here, I feel I should emphasise that **I don't care if you're a lousy DF player. I don't care if you're a lousy writer. All I care about at this point is getting someone who's willing to give this fortress the brutal-death ending it deserves.** As long as you're willing to help do that, please by all means sign up for a turn!

In the meantime, we could just shitpost or something to keep the thread afloat. I dunno.

Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Taupe** on **March 15, 2016, 11:41:02 am**

Quote  
. All I care about at this point is getting someone who's willing to give this fortress the ~~brutal-death~~ ending it deserves.[/b] As long as you're willing to help do that, please by all means sign up for a turn!

"Signs up".

Im not really available to play "right now" as Daredevil is coming out tomorrow. But once this is out of the way, I'll jump in for a turn. I dont have a lot of free time anymore, but I can certainly do a turn by playing a bit here and there. I felt personally interpellled by the above statement.

If someone wants to grab the save and give it a whirl before that, go ahead. Otherwise I'll be stepping up as overseer in about two weeks.

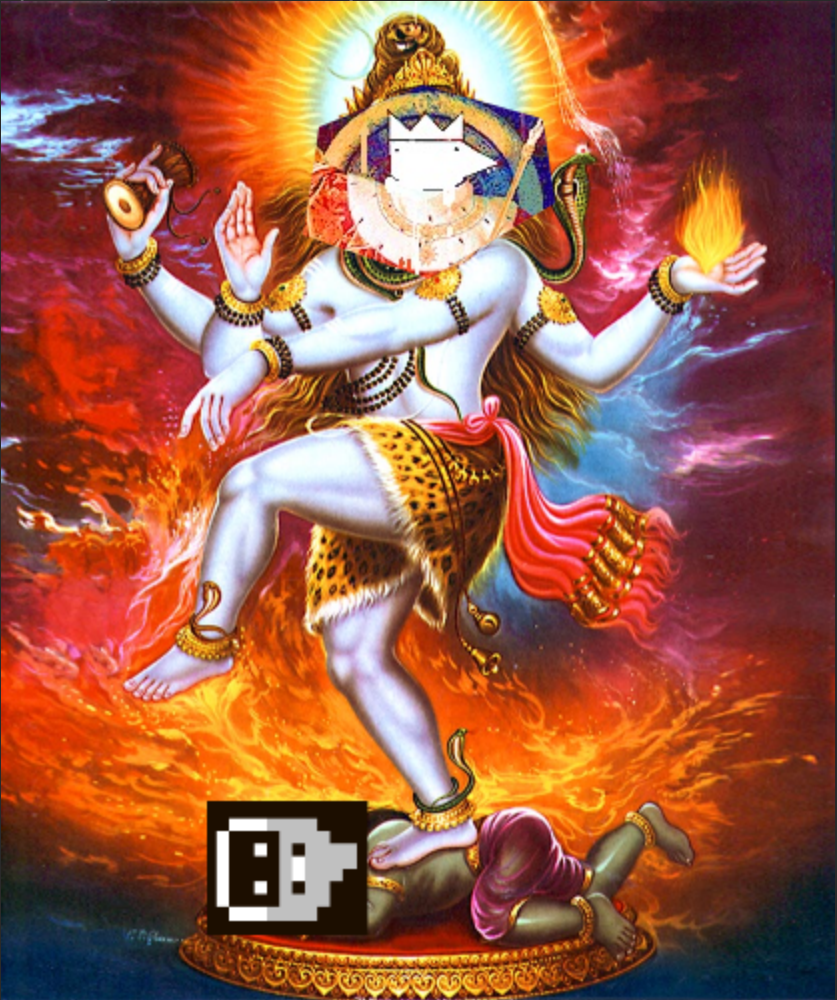
Title: **Re: (34.11 Succession) Clobbermountains -- Turnlist Open; Sign Up Now!**  
Post by: **Mr Frog** on **March 15, 2016, 01:57:09 pm**

Quote from: [Taupe](#) on [March 15, 2016, 11:41:02 am](#)  
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. All I care about at this point is getting someone who's willing to give this fortress the ~~brutal-death~~ ending it deserves.[/b] As long as you're willing to help do that, please by all means sign up for a turn!  
  
"Signs up".  
  
Im not really available to play "right now" as Daredevil is coming out tomorrow. But once this is out of the way, I'll jump in for a turn. I dont have a lot of free time anymore, but I can certainly do a turn by playing a bit here and there. I felt personally interpellled by the above statement.

Excellent. You're pretty much exactly what this fort needs at this point. Go out there and do what you do best.

Destroy, Taupe. Dwarf, Spawn, it matters not. *Destroy them all.*

[Spoiler](#) (click to show/hide)



pretty sure i'm committing some form of blasphemy by pasting a forum avatar over Shiva's face but WHATEVER

Anyone else who wants a go before Taupe gets his mitts on it is still encouraged to sign up, though! I want to be absolutely sure we'll either get our old fortress back or die trying before the fort finally runs out of steam.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **March 15, 2016, 03:58:30 pm**

I just looked at the save, there are about 10 or so Greater Spawn in the old fort, somewhere around 18 in the air.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Kadian** on **March 15, 2016, 06:59:55 pm**

Frog, please. Using Shivas pic isn't aproprate.  
If you want to use an indian god for Taupe, use Ashwatthama! He's the good of "The Science of Weapons" as Wiki puts it. Basically, he knows how to f\*\*\* things up. He's also bascially unkillable, because he's an avatar of Shiva.

Another gods you could use:  
Kalki, the Destroy of all things evil (demons, foulness n stuff!), which is quite fitting if you look at the Spawn. He's an avatar of Vishnu though, not Shiva.  
Yama, The God of death. This one of self explanatory i hope :P

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **March 15, 2016, 07:15:39 pm**

Appropriate or not, I've got a new desktop background...

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **March 20, 2016, 10:34:04 pm**

\*pokes thread with a stick\*

**"I thought we revived this thing. Or did it just never die? I forgot."**

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 20, 2016, 11:50:02 pm**

Quote from: chaotic skies on March 20, 2016, 10:34:04 pm

\*pokes thread with a stick\*

**"I thought we revived this thing. Or did it just never die? I forgot."**

Nothing much to discuss, what with the lack of fortress activity. Anyone who wants to fix this is urged to sign up for a turn, obviously.

We could discuss what to do in the event that I do a second fortress, I guess. Current plans include a hostile spider entity which spits webs that dissolve into poison.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **March 21, 2016, 07:50:38 pm**

Goddamnit, but this fort deserves the most dwarven of endings.

This is my suggestion: Make enough weapons and armor out of adamantine to fit every dwarf. Enlist evertone into the military. Make His Gaudiness the commander of Clobbermountains's armed forces. Then open the airlocks.

We shall take back the surface or die trying.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **March 21, 2016, 08:11:21 pm**

Oh, I have other plans. In a bit over a week, the leadership of this fortress shall pass on to the next logical candidate:

Taupidlidoo, Royal Jester.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **March 21, 2016, 09:33:11 pm**

Dear Armok help us all

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Kadian** on **March 21, 2016, 10:06:24 pm**

Quote from: chaotic skies on March 21, 2016, 09:33:11 pm

Dear Armok help us all

Praying won't help, even Armok won't be able to stop Taupe and his Spawn. Leave this fortress, if you want to live, and even then, Taupe's spawn might be able to find you...

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 21, 2016, 10:39:09 pm**

Quote from: Kadian on March 21, 2016, 10:06:24 pm

Quote from: chaotic skies on March 21, 2016, 09:33:11 pm

Dear Armok help us all

Praying won't help, even Armok won't be able to stop Taupe and his Spawn. Leave this fortress, if you want to live, and even then, Taupe's spawn might be able to find you...

Praying won't help because Taupe already killed God.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic** on **March 22, 2016, 01:22:34 am**

IT'S ALIIIIIIIVE!!!

Quote from: Taupe on March 21, 2016, 08:11:21 pm

Taupidlidoo, Royal Jester.

Actually it was better off dead

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **March 22, 2016, 07:29:07 pm**

Well, I propose we all rush the surface, and hope we don't die. Maybe someone can get out of this hell hole and survive to tell of the horrors that infest Clobbermountains.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Kadian** on **March 22, 2016, 10:13:40 pm**

Quote from: chaotic skies on March 22, 2016, 07:29:07 pm

Well, I propose we all rush the surface, and hope we don't die. Maybe someone can get out of this hell hole and survive to tell of the horrors that infest Clobbermountains.

I know of 2 Dorfs which might survive.  
Taupe & Taupidlidoo.

They have to cause more havoc, after all.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **chaotic skies** on **March 22, 2016, 10:18:34 pm**

Quote from: Kadian on March 22, 2016, 10:13:40 pm

Quote from: chaotic skies on March 22, 2016, 07:29:07 pm

Well, I propose we all rush the surface, and hope we don't die. Maybe someone can get out of this hell hole and survive to tell of the horrors that infest Clobbermountains.

I know of 2 Dorfs which might survive.  
Taupe & Taupidlidoo.

They have to cause more havoc, after all.

I can see it now:  
"Oh, it's those two dwarfs from that Clobber mountains place. Don't mind them, they're mostly harmless."  
"What are they building? It looks like some weird cannon."  
"It does, doesn't it. Hey, why's it pointed at the fort..."  
"**GUARDS!**"

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Taupe** on **March 22, 2016, 11:23:14 pm**

His royal nephew had done all he could to guide the remains of Clobbermountains. The weight of several mandates in such a short time lapse had put a string on Crashmaster's will, however. There was a reason why oversight of a fortress was passed over to a new dwarf every year, after all. His gaudiness reflected upon this. He himself had done all he could, and his skills were crucial to the fortress' prosperity and survival. Morale was low too, that was a problem. *"As long as someone steps foward,* he whispered to himself, *I might as well give the title to anyone"* The king assumed he was alone in the room, yet... Jingles and laughter were his answer.

*"Did you just say, anyone?* the royal jester applauded, coming out of his hiding place with a cartwheel.  
-*Damnit, not you.*  
-*Tis me, yipee! Taupidlidoo, but Taupe for you! Jingles and sing, I'll make us win!*  
-*Oh for Armok's sake...*  
-*Then it is settled, We're in the kettle!*  
-*Please stop...!*  
-*Alright, your gaudiness, I'll take the job if you insist! Gimme five!"*

The jester raised his hand with eagerness, smiling. His gaudiness did neither, for he was missing his arm.

*"You're no fun..."*

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Kadian** on **March 23, 2016, 12:10:28 am**

*"Your Gaudiness, remind me again, why didn't you imprison your...Jester...years ago? Or...did you, and his 'jokes' are a result of him going insane in the prison? . . . Now that I think about it, a hammering to the head would have caused a similar effect."*

:P

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Imic** on **March 23, 2016, 01:56:51 am**

Okay, its not alive. It will last about three minutes, tops. Then it will die.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **DolosusDoleus** on **March 23, 2016, 11:15:52 am**

That thing I said earlier about "take back the surface or die trying"?

My bet's now 100% on the "die trying" bit.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Iamblichos** on **March 23, 2016, 02:47:17 pm**

Why is every succession fort preceded by some quote about "Taupe's disastrous turn"? :D I sense a pattern here...

Did it involve a webby flying snail, perchance?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Mr Frog** on **March 23, 2016, 02:56:25 pm**

Quote from: Iamblichos on March 23, 2016, 02:47:17 pm

Why is every succession fort preceded by some quote about "Taupe's disastrous turn"? :D I sense a pattern here...

Did it involve a webby flying snail, perchance?

Close: it involved a tantrumming dwarf, a poorly-placed lever, and the ravening hordes of the Inferno itself.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Kadian** on **March 23, 2016, 02:57:04 pm**

Taupe's turns usually involve Lava/Magma, floods, vampires, Forgotten Beasts, Titans, other legendary beasts, invasions/sieges and/or Demons. That, coupled with a sudden drop in the life expectancy of at least 95% of the Fortress....well, it ain't pretty. But much !!FUN!!



Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Iamblichos** on **March 23, 2016, 03:24:36 pm**

Yes, Taupe's contribution to Doomforests was... epic.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **March 23, 2016, 04:54:30 pm**

His contributions were...interesting here too.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **March 23, 2016, 09:44:29 pm**

I was mid-way posting a short message about how I don't really attract disasters when half my basement burned down.

Long story short, we cleaned up and repaired the dryer because it was running slowly. It started working at normal speed and promptly exploded.

Spoiler: Before (click to show/hide)



Spoiler: After (click to show/hide)





Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Kadian** on **March 23, 2016, 10:12:25 pm**

Even Fate tries to tell you that you're a Disaster-Magnet, Taupe. Just try and don't kill your hometown by accident, kay?

On a more serious note: I hope nobody got hurt/your house isn't severely damaged? Half your basement sounds bad.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **March 23, 2016, 11:36:23 pm**

Mostly just storage or unimportant items. Windows and mirrors exploded, the electricity took a beating, the basement is blackened, but nothing insurance wont cover. The laundry room was in a dumb, isolated spot, which meant we couldn't get to the fire to extinguish it due to so much smoke, but it also stopped the fire from spreading out too much.

In any case, everyone is alright and the biggest loss was probably my wardrobe. Thankfully it happened when we were home, or it would have been much worse.

December: Mom, im out of socks, if you really dont know what to get me for christmass.  
Mars: Mom, Im really out of socks, if you really dont know what to get me for my birthday

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheBiggerFish** on **March 24, 2016, 12:12:13 am**

\*hugs\*

Glad you're okay, safe, and are actually going to appreciate the socks.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Iamblichos** on **March 24, 2016, 06:20:03 am**

Criminy... glad you and the family are ok! Maybe you can score some \*pigtail sock\*s out of it, and at least there wasn't a flying webby snail involved!

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **March 24, 2016, 11:49:00 am**

Quote from: Iamblichos on March 24, 2016, 06:20:03 am  
Criminy... glad you and the family are ok! Maybe you can score some \*pigtail sock\*s out of it, and at least there wasn't a flying webby snail involved!

I own exactly one pair of pants at the moment, and it is falling appart. At least the bar was spared. I never felt so dwarven in my life.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Kadian** on **March 24, 2016, 12:13:28 pm**

Quote from: Taupe on March 24, 2016, 11:49:00 am  
Quote from: Iamblichos on March 24, 2016, 06:20:03 am  
Criminy... glad you and the family are ok! Maybe you can score some \*pigtail sock\*s out of it, and at least there wasn't a flying webby snail involved!  
I own exactly one pair of pants at the moment, and it is falling appart. At least the bar was spared. I never felt so dwarven in my life.

Now you know why the dwarves run into goblin sieges to get socks.  
Also, the bar is still there? Perfect timing for some drunken fortress action then, eh eh? ;D

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **March 24, 2016, 02:43:01 pm**

Massuve amounts of inhaled smoke tends to give the kind of headache that dissuades drinking, sadly.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 24, 2016, 03:01:16 pm**

~~Jesus god I leave y'all unsupervised for a day and Taupe literally blows up his basement~~  
  
Gosh, that's kinda intense .-. Glad nobody was hurt.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Crashmaster** on **March 24, 2016, 04:12:43 pm**

Basement  
  
<Clothes dryer's mutilated corpse>  
<xXPantsXx>  
<A small pile of ash>

This fort's real world toll continues.  
  
  
  
But seriously, best wishes.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **March 24, 2016, 09:45:32 pm**

I'm not sure whether to start laughing over the irony of that situation, or to feel sorry that your house nearly burned down.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Lolfail0009** on **March 24, 2016, 09:49:38 pm**

On the one hand, I offer my deepest sympathies for Taupe and his basement, but on the other hand I feel like this:  
Quote from: Mr Frog on March 24, 2016, 03:01:16 pm  
Jesus god I leave y'all unsupervised for a day and Taupe literally blows up his basement  
should be recorded for prosperity.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheBiggerFish** on **March 24, 2016, 10:40:19 pm**

Somebody get Taupe some pants, please.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **March 24, 2016, 10:56:18 pm**

I don't know why, but I have this weird habit of being the last person to post on everythread I have open on my computer after reloading.  
Otherwise I can't go to sleep for some reason :P

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 25, 2016, 03:17:52 am**

Quote from: chaotic skies on March 24, 2016, 10:56:18 pm  
I don't know why, but I have this weird habit of being the last person to post on everythread I have open on my computer after reloading. Otherwise I can't go to sleep for some reason :P

Well I do hope you have/had a good night's sleep in any case

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheBiggerFish** on **March 25, 2016, 08:35:17 am**

Quote from: chaotic skies on March 24, 2016, 10:56:18 pm  
I don't know why, but I have this weird habit of being the last person to post on everythread I have open on my computer after reloading. Otherwise I can't go to sleep for some reason :P

Hi me.  
  
(although in my case it's just having an empty 'new replies' page)  
  
Hope you slept/sleep well.



Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **March 25, 2016, 09:21:24 am**

Best wishes Taupe.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Sanctume** on **March 25, 2016, 11:16:01 am**

Quote from: chaotic skies on March 24, 2016, 10:56:18 pm  
I don't know why, but I have this weird habit of being the last person to post on everythread I have open on my computer after reloading. Otherwise I can't go to sleep for some reason :P

I had the problem last night. Finished a season. Write up. Upload images. That should have been it. But no, I had to post - preview to forum and re-read and edit until I make an actual post update. 2 hours later, crap, I need to sleep and go to work in 3 hours. Then what do I do when I get to work, browser opens to DF Community Games & Stories tab.

I wear casual+pants+ today though--does Taupe still wearin' xxPantsxx?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **March 25, 2016, 03:54:33 pm**

Since I'm a bit busy at the moment, here's a lil' piece I found on my phone.

Well, considering the fact that spawn might have taken over the realm while Erib's hunkered down at Clobbermountains... Who cares about the rest of that world, though?

Spoiler: The Flood (click to show/hide)  
*...His Gaudiness' troops, expected to arrive days ago and drive the unclean creatures back to their lair, never showed up. Instead, even more monsters appeared on the blood soaked battlefield and the garrisoned battalion, reduced to mere 20 sword and pikedwarves, conscripted close to every able-bodied resident into the militia. That was obviously their last step, the last before the fortress crumbled under the onslaught of nightmarish gaunts.*

*The fortress main entrance was a mess. Corpses piled up everywhere, empty boxes and rubble barricaded the doors. Even the walls were unable to stop the drive of spawn. Dwarf-like creatures rammed down each one of them, slowly and surely making their way towards the main tunnel.*

*Sergeant Udil, tasked with reconnassainse, was helplessly watching the foul creatures tear down another barricade. Soon they were to burst in the outpost, and the slaughter would begin again. A few pikedwarves stationed themselves near the doors, but even a mighty dwarven phalanx was no match for viciousness and sheer numbers of spawn. Udil prayed to Tumam. Neither he nor his fellow soldiers needed divine protection, but those old men and children, who were being evacuated through the caves... They needed it.*

*"Good thing the witches have been lazy recently". Thought Udil. "Must be busy robbing caravans". Indeed, that was a blessing for those who'd spend hours writhing on the floor, utterly shocked by banshees screams. At least now they were finally able to stand up and fight to death like true dwarves.*

*The spawn, who were busy tearing down the wall, stopped their work. Some sort of commotion was happening on the further side of the entryway. "What on the earth they're doing." Udil muttered to himself. Could've they found a fresh corpse to feast on... They were fighting! The spawn were figthing! They were screaming like mad, hammering their claws on someone's shields!*

*"To arms, men!" Lieutenant commanded the warriors to the entrance. In one mighty drive, they pryed open the doors and rushed onto unaware monsters from behind. Only a few spawn were able to fight back in the crumped conditions of the hallway. And so they fought until no invader was standing in there.*

*Udil rose his eyes. A group of human knighs and squires in blood-stained armor were standing on the other side of the hall. Some were still mounted, almost as tall as the ceiling. Their captain, short and slender-looking noble, distinguished with a strange black cuirass, stepped towards the dwarves.*

*"There are still Spawn in the fields. Everyone, get inside-" He stated in a raspy voice. Lieutenant was quick to agree to the sensible statement, and the fighters retreated promptly, bolting the gates behind them.*

*"You're so welcome today, dear guests!" lieutenant smirked, looking at the knight captain. The peculiar nobleman stood motionless, his whole suit of armor covered with mud and blood. "Might I know your name?".*

*"Sir Thil". The knight replied, twitching a bit. "It's an honor".*

*"Poor guy must be bonkers to come 'ere at that time" though the lieutenant, as the newcomers gathered around the fire. Thin, emaciated faces, eyes burning with madness. His Gaudiness was way too quick to trust those humans, but he simply can't be wrong about them, he-*

*"Clobbermountains".*

*"Uh, what?" lieutenant shook his head. "I'm afraid, we haven't heard from there for quite while".*

*Sir Thil rose to his feet. Obvioulsy, there was something more to that bewildered mercenary commander, but lieutenant was unwilling to know it. Who cared even if they were a roaming band of werebeasts or something.*

*"Open the gates. We're leaving".*

Quote from: Sanctume on March 25, 2016, 11:16:01 am  
I wear casual+pants+ today though--does Taupe still wearin' xxPantsxx?

>2016  
>Not wearing <+rat leather thong+> yet

Also, if it survives, I might take a look. Who knows, if the fortress is this durable, it might weather my mismanagement as well. Of course, if no one else wants.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **March 25, 2016, 04:11:54 pm**

I STILL HAVE 0.34 ON MY COMPUTER AND A LOT OF FREE TIME

I HAVE NO IDEA WHAT'S GOING ON

GIMME THAT SAVE

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 25, 2016, 05:01:29 pm**

Quote from: TheFlame52 on March 25, 2016, 04:11:54 pm  
I HAVE NO IDEA WHAT'S GOING ON

Welcome to literal Hell! tl;dr version: the apocalypse came upon us (courtesy of Taupe), we survived it by the skin of our teeth (courtesy of myself), we've spent the past half a decade hiding in an increasingly-elaborate hermetically-sealed underground complex, *do not open up the old fort or the surface or we will literally die*. Also, the circus is looking like an attractive expansion option (relative to our other options, which suck) so you may want to look into that.

Quote from: Monitor Lisard on March 25, 2016, 03:54:33 pm  
Also, if it survives, I might take a look. Who knows, if the fortress is this durable, it might weather my mismanagement as well. Of course, if no one else wants.

Gonna deliberately misinterpret this as a "yes, please sign me up" for the sake of being a jackass.

I think the plan was for Taupe to take up the mantle if nobody else volunteered, which has now been done, except I think he's already started? Gonna wait for him to get back to us on this before giving anyone the go-ahead.

ALSO YESSSS MORE WRITINGS FINALLY

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **March 25, 2016, 05:16:18 pm**

WHY ARE THERE SO MANY CORPSES  
WHY IS EVERYTHING FORBIDDEN  
WHY ARE THERE A BUNCH OF MINECARTS SPLASHING MAGMA  
WHY ARE THERE SO MANY DEAD THINGS  
WHY ARE THERE SO MANY CHILDREN  
WHAT THE FUCK ARE BANSHEES  
WHY IS THERE A GREATER SPAWN IN AN OFFICE  
WHY IS LITERALLY EVERY AVAILABLE SPACE FULL OF COFFINS  
WHY IS THERE A SKELETON IN THIS BEDROOM  
WHY ARE THERE THREE FOUR FORGOTTEN BEASTS HERE  
WHY IS THE STAIRCASE FULL OF WATER AND CORPSES  
HOW DO WE HAVE A LIVING KING  
WHY IS THE KING DEPRESSED  
WHY IS THE KING MISSING AN ARM  
WHY ARE THESE COFFINS ALL MUDDY  
WHY ARE THERE SO MANY BODIES  
WHY ARE THERE ONLY TWO GHOSTS

WHO LET THIS HAPPEN

All in all, I rate this fortress at 1.7 Murdermachines. I dwarfed myself without looking and WHADDYA KNOW I'M A WOMAN! Can I use DFhack if all I do is clean things up/improve FPS?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 25, 2016, 05:24:42 pm**

Clobbermountains is actually two more-or-less-separate forts at the moment, one being a literal Pandora's Box which will unleash face-munching demons if opened. Take care that you know which areas are secured before proceeding (protip: if there are years-old skeletons lying in plain view and/or demons wandering freely about the halls, it is best to assume that the area is not secured)

Banshees are basically elves except openly-hostile and they can cripple dwarves through walls so don't let them linger on the map too long.

Quote  
HOW DO WE HAVE A LIVING KING

His Gaudiness is literally our best worker; we've taken great pains to keep him safe.

Quote  
WHO LET THIS HAPPEN

<http://www.bay12forums.com/smf/index.php?action=profile;u=107854> (<http://www.bay12forums.com/smf/index.php?action=profile;u=107854>)

Quote  
Can I use DFhack if all I do is clean things up/improve FPS?

Yup! I advise you to read the rules in the OP (in particular, *no graphics packs or I will curse the next three generations of your offspring*)

Also, please wait until Taupe gets back before doing anything, since I'm not sure what's going on on his end.

E:  
Quote  
I rate this fortress at 1.7 Murdermachines.

I, for one, am flattered.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **March 25, 2016, 06:12:25 pm**

Quote from: TheFlame52 on March 25, 2016, 05:16:18 pm  
WHY ARE THERE A BUNCH OF MINECARTS SPLASHING MAGMA  
WHY IS THE KING DEPRESSED  
WHY IS THE KING MISSING AN ARM  
WHY ARE THESE COFFINS ALL MUDDY  
WHY ARE THERE SO MANY BODIES  
WHY ARE THERE ONLY TWO GHOSTS

Well, I'm to blame for all of these. I think the rest are Taupe's fault.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **March 25, 2016, 07:22:03 pm**

By all means, jump in. Im sort of away from home until the place has been cleaned by proffessionals, which thanks to poor timing and this whole "Easter" thing, will *begin* as soon as tuesday.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **March 25, 2016, 07:29:06 pm**

What do I need to do? I'll start for real tomorrow.  
  
I'm gonna reclaim that fucking surface if it kills me.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **March 25, 2016, 07:47:48 pm**

Go ahead and kill yourself, feel free. I want to be at the front of the charge though ;)

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **March 25, 2016, 08:30:59 pm**

Quote from: TheFlame52 on March 25, 2016, 07:29:06 pm

What do I need to do? I'll start for real tomorrow.  
  
I'm gonna reclaim that fucking surface if it kills me.

Keep in mind, the fort has banshee sieges that can scream through walls and ko people by the dozens. Dealing with them is the reason I hum... unleashed demons on the surface (it worked) We are slowly running out of demons, tho, so we'll either need an army (tough luck) or at least a fucking awesome contraption. Alternately, you could trap random invaders such as goblins, or force-breed all the pets, and store them underneath the surface to act as banshee targets until they get bored and leave.

Colonizing hell is also an option at this point. While the devil's away...

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **March 25, 2016, 09:00:49 pm**

HOLY SHIT THERE ARE SEVEN FORGOTTEN BEASTS ON THIS ONE TILE  
  
IN ALL MY YEARS OF SAVING SUCCESSION FORTS I HAVE NEVER SEEN ANYTHING THIS BOGGLING  
  
WHAT EVEN IS THIS FORTRESS  
  
...

But I can still save this place. Can I just keep playing until someone complains? Also, my plan was to connect the caverns with the surface, but they're already connected and their various inhabitants refuse to fight.  
  
...

It's time to get some ORDER around here!

'Flame' Kātākdomas, Chaos Bane  
""Flame' Scalyguilds"  
Captain Of The Guard, ♀  
  
Beat Criminal

She is mighty.  
'Flame' Kātākdomas likes slade.

I heard some of you are making the king UPSET.

He was upset that a criminal could not be properly punished.

SO LINE UP!

The Chaos Bane bites The Confused\_Tourist in the head, tearing the fat and bruising the muscle through the X(cow leather cap)X!  
The Chaos Bane latches on firmly!  
The Chaos Bane releases the grip of The Chaos Bane's upper front teeth from The Confused\_Tourist's head.  
The Chaos Bane punches The Confused\_Tourist in the left lower arm with her left hand, bruising the fat through the x(llama wool coat)x!  
The Chaos Bane scratches The Confused\_Tourist in the right lower arm, bruising the muscle through the x(llama wool coat)x!  
The Confused\_Tourist has become enraged!  
The Chaos Bane punches The Confused\_Tourist in the right hand with her left hand, shattering the bone through the x(alpaca wool right glove)x!  
The Confused\_Tourist loses hold of the (steel war hammer).  
The Confused\_Tourist loses hold of the (bronze shield).  
The Chaos Bane punches The Confused\_Tourist in the right hand with her right hand, shattering the bone through the x(alpaca wool right glove)x!  
The Chaos Bane punches The Confused\_Tourist in the left upper arm with her right hand, bruising the bone through the x(llama wool coat)x!  
The Chaos Bane punches The Confused\_Tourist in the right lower arm with her left hand, bruising the fat through the x(llama wool coat)x!  
The Chaos Bane punches The Confused\_Tourist in the left lower arm with her left hand, bruising the bone through the x(llama wool coat)x!  
The Chaos Bane kicks The Confused\_Tourist in the upper left back teeth with her right foot and the severed part sails off in an arc!  
The Chaos Bane punches The Confused\_Tourist in the lower body with her right hand, bruising the muscle and bruising the pancreas through the x(llama wool coat)x!  
The Confused\_Tourist gives in to pain.



The Chaos Bane punches The Farmer in the right hand with her right hand, bruising the muscle through the X<cave spider silk right glove>X!  
The Chaos Bane punches The Farmer in the right lower leg with her right hand, bruising the bone through the X<giant cave spider silk dress>X!  
The Farmer stands up.  
The Chaos Bane punches The Farmer in the right hand with her right hand, bruising the muscle through the X<cave spider silk right glove>X!  
The Chaos Bane punches The Farmer in the right lower arm with her right hand, bruising the bone through the x<llama wool coat>x!  
The Chaos Bane punches The Farmer in the upper body with her right hand, bruising the muscle and bruising the liver through the x<llama wool coat>x!  
The Chaos Bane punches The Farmer in the upper body with her left hand, bruising the muscle and bruising the right lung through the x<llama wool coat>x!  
The Farmer is having trouble breathing!  
The Farmer stands up.  
The Chaos Bane punches The Farmer in the left foot with her left hand, bruising the bone through the X<drunian leather shoe>X!  
The Chaos Bane punches The Farmer in the right hand with her left hand, bruising the muscle through the X<cave spider silk right glove>X!  
The Chaos Bane punches The Farmer in the left lower arm with her right hand, bruising the muscle through the x<llama wool coat>x!  
The Chaos Bane punches The Farmer in the lower body with her left hand, bruising the muscle and bruising the guts through the x<llama wool coat>x!  
The Farmer stands up.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **March 25, 2016, 09:32:22 pm**

Hey Taupe! Hate to be a troll, and feel free to yell at me, but I found something cool (<http://www.abc.net.au/news/2016-03-23/nanotechnology-self-cleaning-clothes-are-on-the-way-researchers/7268780>) that I thought you might appreciate ;D

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 25, 2016, 10:43:38 pm**

Quote  
But I can still save this place. Can I just keep playing until someone complains?

By all means. It's hilarious to see a newb's reactions to this mess; we've kinda been sitting in it for so long that we've forgotten that living in a hermetically-sealed secondary fort while demons conga freely around the first fort and surrounding surface terrain isn't, y'know, *normal*. I'll fiddle with the turn list. Welcome to purgatory!

E: Also I am going to put both installments of TheFlame's horrified breakdown at the state of the fort in the quotes bank and possibly in the OP because I legit had become desensitised to how screwed this place was:

Quote from: TheFlame52 on March 25, 2016, 05:16:18 pm  
WHY ARE THERE SO MANY CORPSES  
WHY IS EVERYTHING FORBIDDEN  
WHY ARE THERE A BUNCH OF MINECARTS SPLASHING MAGMA  
WHY ARE THERE SO MANY DEAD THINGS  
WHY ARE THERE SO MANY CHILDREN  
WHAT THE FUCK ARE BANSHEES  
WHY IS THERE A GREATER SPAWN IN AN OFFICE  
WHY IS LITERALLY EVERY AVAILABLE SPACE FULL OF COFFINS  
WHY IS THERE A SKELETON IN THIS BEDROOM  
WHY ARE THERE THREE FOUR FORGOTTEN BEASTS HERE  
WHY IS THE STAIRCASE FULL OF WATER AND CORPSES  
HOW DO WE HAVE A LIVING KING  
WHY IS THE KING DEPRESSED  
WHY IS THE KING MISSING AN ARM  
WHY ARE THESE COFFINS ALL MUDDY  
WHY ARE THERE SO MANY BODIES  
WHY ARE THERE ONLY TWO GHOSTS  
  
WHO LET THIS HAPPEN  
  
All in all, I rate this fortress at 1.7 Murdermachines. I dwarfed myself without looking and WHADDYA KNOW I'M A WOMAN! Can I use DFhack if all I do is clean things up/improve FPS?

Quote from: TheFlame52 on March 25, 2016, 09:00:49 pm  
HOLY SHIT THERE ARE SEVEN FORGOTTEN BEASTS ON THIS ONE TILE  
  
IN ALL MY YEARS OF SAVING SUCCESSION FORTS I HAVE NEVER SEEN ANYTHING THIS BOGGLING  
  
WHAT EVEN IS THIS FORTRESS

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **March 25, 2016, 10:55:09 pm**

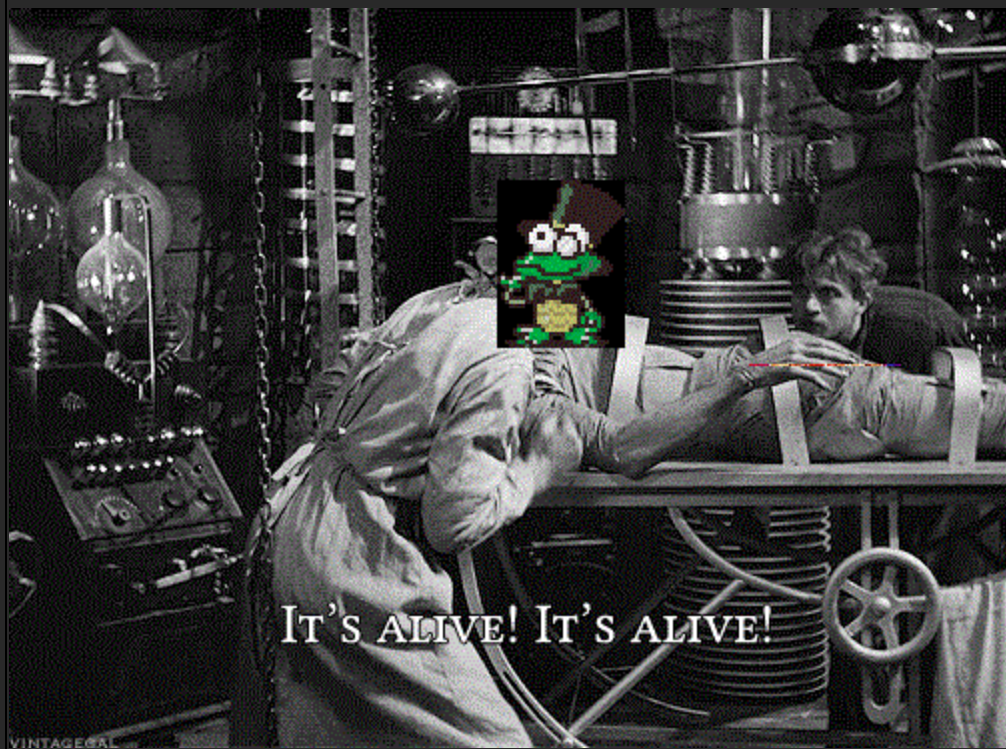
Frog, is it safe to assume that this is your reaction to all this thread activity right now?



Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 25, 2016, 10:58:02 pm**

Quote from: DolosusDoleus on March 25, 2016, 10:55:09 pm

Frog, is it safe to assume that this is your reaction to all this thread activity right now?



Not gonna lie, I have basically spent the past couple days continuously floating on a cloud of pure hype.

~~E: although i'm not sure if frankenstein's monster is horrific enough to serve as an analogy to the abomination we created~~

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **DolosusDoleus** on **March 25, 2016, 11:05:57 pm**

Quote from: Mr Frog on March 25, 2016, 10:58:02 pm

Quote from: DolosusDoleus on March 25, 2016, 10:55:09 pm

Frog, is it safe to assume that this is your reaction to all this thread activity right now?

~Snip~

Not gonna lie, I have basically spent the past couple days continuously floating on a cloud of pure hype.

E: although i'm not sure if frankenstein's monster is horrific enough to serve as an analogy to the abomination we created

What about this?

Spoiler (click to show/hide)



**Title: Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Mr Frog** on **March 25, 2016, 11:08:10 pm**

Quote from: DolosusDoleus on March 25, 2016, 11:05:57 pm

Quote from: Mr Frog on March 25, 2016, 10:58:02 pm

Quote from: DolosusDoleus on March 25, 2016, 10:55:09 pm

Frog, is it safe to assume that this is your reaction to all this thread activity right now?

~Snip~

Not gonna lie, I have basically spent the past couple days continuously floating on a cloud of pure hype.

E: although i'm not sure if frankenstein's monster is horrific enough to serve as an analogy to the abomination we created

What about this?

Spoiler (click to show/hide)





Yup, that's me. Proud mommy. \*wipes away tear\* Our little disaster darling's come so far.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Kadian** on **March 25, 2016, 11:43:07 pm**

I never knew you and Taupe had something intimate going on, huh. I guess it explains a lot though.

In any case: Everyone, get your helmets and grab all the food and drink you can find, we have to hide! someone is trying to be overseer again!

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 25, 2016, 11:55:53 pm**

Quote from: Kadian on March 25, 2016, 11:43:07 pm

I never knew you and Taupe had something intimate going on, huh. I guess it explains a lot though.

In any case: Everyone, get your helmets and grab all the food and drink you can find, we have to hide! someone is trying to be overseer again!

trying

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **March 26, 2016, 06:57:41 am**

Quote from: TheFlame52 on March 25, 2016, 09:00:49 pm

It's time to get some ORDER around here!

``Flame' Kâtâkdomas, Chaos Bane`  
`"`Flame' Scalyguilds"`  
`Captain Of The Guard, ♀`  
  
`Beat Criminal`

`She is mighty.`  
``Flame' Kâtâkdomas likes slade.`

I heard some of you are making the king UPSET.

`He was upset that a criminal could not be properly punished.`

SO LINE UP!

Yay for senseless brutality! How dare they be miserable in the presence of His Gaudiness?

Also, I am terribly sorry...

Spoiler: You're next. (click to show/hide)





(<http://s1185.photobucket.com/user/Georgethegunner/media/Mobile%20Uploads/0IZG3UZsnCY-1.jpg.html>)

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Sanctume** on **March 26, 2016, 09:49:56 am**

@Monitor Lizard, oh man, that image reminds me of Barba Havers ([https://en.wikipedia.org/wiki/Barbara\\_Havers](https://en.wikipedia.org/wiki/Barbara_Havers)), a character in this audio book series I'm listening to the past couple of weeks.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **March 26, 2016, 12:37:49 pm**

Quote from: Mr Frog on March 25, 2016, 10:43:38 pm

Quote

But I can still save this place. Can I just keep playing until someone complains?

By all means. It's hilarious to see a newb's reactions to this mess; we've kinda been sitting in it for so long that we've forgotten that living in a hermetically-sealed secondary fort while demons conga freely around the first fort and surrounding surface terrain isn't, y'know, *normal*. I'll fiddle with the turn list. Welcome to purgatory!

E: Also I am going to put both installments of TheFlame's horrified breakdown at the state of the fort in the quotes bank and possibly in the OP because I legit had become desensitised to how screwed this place was:

Leave out that last bit about Murdermachines, but go ahead.

Quote from: Monitor Lisard on March 26, 2016, 06:57:41 am

Spoiler: You're next. (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Dwarf%20.png.html>)

That's amazing. Also, girlFlame is apparently bald. But nobody need to know that.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **March 26, 2016, 02:34:18 pm**

I'm going to try something really quick in a copy of the save. If it works, this fort will be thrown into a new golden age. If it doesn't, we won't have seething mist any more.

If it's awesome and works, do I have permission to do it in the real fort?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 26, 2016, 03:00:46 pm**

Quote from: TheFlame52 on March 26, 2016, 02:34:18 pm

I'm going to try something really quick in a copy of the save. If it works, this fort will be thrown into a new golden age. If it doesn't, we won't have seething mist any more.

If it's awesome and works, do I have permission to do it in the real fort?

If it involves modifying any of the game files, please don't. Otherwise... honestly I'd rather avoid savescumming (hypocrite that I am, as I personally did savescum myself a couple of times while figuring out how to save the fortress from the Taupening) but I'm willing to make an exception at my own discretion (i.e. PM me what you're trying to do first and I'll decide if it's funny enough or not).

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **March 26, 2016, 04:42:16 pm**

Okay, never mind, it wasn't working anyway. UPDATE TIME

**Goden Istamalâth, Ghostly Hunter has been put to rest.**  
**Mörul Sulusdakost, Woodworker cancels Sleep: Caged.**  
**Atír Asmelkizest, Ghostly Dwarven Child has been put to rest.**

I've been slabbing ghosts and also arresting criminals.

**'DolosusDoleus' Nishtat, Escaped Mental Patient has been struck down.**

He couldn't handle one little beating.

**Some migrants have arrived.**

Migrants came and I opened up the outer airlock, but none of them came in. I don't know why. They just stood there and got murdered by the Spawn.

**The Greater Spawn claws The Forgotten Beast in the left third leg with her first claw, left hand, chipping the chitin and bruising the muscle! A ligament has been torn and a tendon has been torn!**  
**The Forgotten Beast shakes The Greater Spawn around by the lower body and the severed part sails off in an arc!**  
**The lower body is ripped away and remains in The Forgotten Beast's grip!**

One Spawn decided to attack those eight FBs, it got wrecked. Casualties: one FB, lots of furniture.

And then a minotaur showed up.

The Minotaur mutant gores The Greater Spawn in the upper body with her left horn, bruising the muscle and fracturing the heart!  
The Minotaur mutant punches The Greater Spawn in the upper body from the side with her left hand, bruising the muscle and shattering the heart!  
The Minotaur mutant gores The Greater Spawn in the upper body with her right horn, bruising the muscle and shattering the heart!  
The Minotaur mutant gores The Greater Spawn in the upper body with her right horn, bruising the muscle and shattering the heart!

HOLY SHIT THIS THING IS A BEAST

The Greater Spawn claws The Minotaur mutant in the head with her first claw, left hand, tearing the muscle, shattering the skull and bruising the brain!  
An artery has been opened by the attack!

But it couldn't last. It got murdered by two Spawn at once. But we still have significantly fewer Spawn now.

Fikod Cattentishak, Bonecarver has been found dead, dehydrated.

Whoops

A vile force of darkness has arrived!

GOOD LUCK GOBLINS

Aaaaaaand they got caught in a cloud of mist and fought themselves and left. Casualties: two speargobs.

The Forgotten Beast Migrur Tholosod has come! A huge sauropod composed of fire agate. It has a broad shell and it undulates rhythmically. Beware its deadly spittle!  
Press Enter to close window

Back up to eight FBs chilling in that one little hallway.

Mörul Sulusdakost, Woodworker has been found dead, dehydrated.

Whoops again. Out of five criminals, three are dead, one is in the hospital, and one is fine. JUSTICE HAS BEEN SERVED

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **March 26, 2016, 06:41:58 pm**

You beat me to death? >:(  
  
You've got access to adamantine, right? Make an adamantine crossbow and give it to the hammerer so that you don't kill anyone else.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **March 26, 2016, 07:24:46 pm**

Actually that was a bit of a lie. I got stuck in a loop where I was trying to chain you up in the old, unreachable jail. I had to let us out. You distracted the Spawn while I got away. I walled myself in a weird dead end and I got a miner to come rescue me.  
  
Sorry.  
  
Also, I would be doing much better in any other version. I had no idea how much I came to rely on gm-editor for fixing things. In 0.40 or 0.42 I could have just moved myself up one z to interrupt the job.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Crashmaster** on **March 26, 2016, 08:45:57 pm**

How the hell did you end up exposing useable dwarves to spawn doing that though?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **March 26, 2016, 09:49:07 pm**

Very, VERY carefully apparently. Because the spawn didn't get in and kill us all. I think.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **March 27, 2016, 07:59:05 am**

I opened up the old stairwell, then immediately walled it off. Me and Dolsus got through just as it was walled up again. Something I learned in Necrothreat III is that creatures are actually quite slow to respond to new targets. Plus the Spawn went after Dolsus and not the fort, so there's that.  
  
Now how the hell do I get migrants into the airlock? They won't go even though the bridge is open and there's a meeting area in there! Actually, as I typed that I realized the zone may not have been active. Well, next time.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **March 27, 2016, 09:50:06 am**

Quote from: TheFlame52 on March 27, 2016, 07:59:05 am  
I opened up the old stairwell, then immediately walled it off. Me and Dolsus got through just as it was walled up again. Something I learned in Necrothreat III is that creatures are actually quite slow to respond to new targets. Plus the Spawn went after Dolsus and not the fort, so there's that.  
  
Now how the hell do I get migrants into the airlock? They won't go even though the bridge is open and there's a meeting area in there! Actually, as I typed that I realized the zone may not have been active. Well, next time.

Well, if all else fails you can set a burrow in the airlock and assign all migrants to it.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **March 27, 2016, 03:53:37 pm**

I did and it still didn't work. Yes, I did it right. I think next time I'll try a different airlock and maybe that will work.



Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 30, 2016, 01:23:42 am**

Yoooo Flame you still alive or what

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **March 30, 2016, 04:14:24 pm**

Spring break is over and I have less free time. Does someone else want to go?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **March 31, 2016, 03:47:39 am**

Quote from: TheFlame52 on March 30, 2016, 04:14:24 pm

Spring break is over and I have less free time. Does someone else want to go?

\*raises one's scaly paw timidly\*

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 31, 2016, 11:55:20 am**

Quote from: Monitor Lisard on March 31, 2016, 03:47:39 am

Quote from: TheFlame52 on March 30, 2016, 04:14:24 pm

Spring break is over and I have less free time. Does someone else want to go?

\*raises one's scaly paw timidly\*

DO IT YESSSSSSSSSSSSSS

Also, Flame can feel free to sign up again if he gets free time again.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **March 31, 2016, 12:15:55 pm**

Quote from: Mr Frog on March 31, 2016, 11:55:20 am

Quote from: Monitor Lisard on March 31, 2016, 03:47:39 am

Quote from: TheFlame52 on March 30, 2016, 04:14:24 pm

Spring break is over and I have less free time. Does someone else want to go?

\*raises one's scaly paw timidly\*

DO IT YESSSSSSSSSSSSSS

Also, Flame can feel free to sign up again if he gets free time again.

Should I start over from the last save available or wait until Flame uploads one?

Anyway, prepare for a long run filled with batches of uninformative screenshots and meager writeup.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **March 31, 2016, 01:57:42 pm**

<http://dff.d.bay12games.com/file.php?id=11904>

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 31, 2016, 02:36:43 pm**

Quote from: TheFlame52 on March 31, 2016, 01:57:42 pm

<http://dff.d.bay12games.com/file.php?id=11904>

awww yeee

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **March 31, 2016, 04:09:27 pm**

*His Majesty have been asking me for quite a while to update our medical registry, but with all that shit in my hands I could hardly reach for my books... Let's take a look at the current situation. First of all, we're officially up to 54 dwarves, about 30 of which are of age.*

Spoiler (click to show/hide)

| Dwarf Fortress                           |                     |             |                         |
|------------------------------------------|---------------------|-------------|-------------------------|
| Citizens <54>                            | Pets/Livestock <36> | Others <66> | Dead/Missing <2089>     |
| Thikut Uumondodók, Miner                 |                     |             | No Job                  |
| Aban Shisrith, Miner                     |                     |             | Plant Seeds             |
| Rintar Arrosthikut, Miner                |                     |             | Construct rock Slab/R   |
| 'Chaotic Skies' Aláthkonad, Psycho Dwarf |                     |             | On Break                |
| Besmar Lumashustuth, Miner               |                     |             | Smelt native gold Ore/R |
| Urist Thalalaláth, Miner                 |                     |             | No Job                  |
| Ustuth Katlikot, Carpenter               |                     |             | Store Item in Bin       |
| 'Taupe' Nokgolnil, Stoneworker           |                     |             | On Break                |
| Uzol Nitigkib, Engraver                  |                     |             | Store Item in Stockpile |
| 'Mastercrasher' Othôseshtân, Overseer    |                     |             | Place Item in Tomb      |
| Athel Ozorlogem, Ranger                  |                     |             | Strange Mood            |
| Sarvesh Idoskel, Ranger                  |                     |             | Drink                   |
| Mebzuth Berorstist, Gem Setter           |                     |             | Store Item in Stockpile |
| Degél Idathrigóth, Leatherworker         |                     |             | Store Item in Stockpile |
| Erib Akumamost, His Gaudiness            |                     |             | Place Item in Tomb      |
| Múthkat Esmulcerol, militia captain      |                     |             | Make rock Crafts/R      |
| Zefon Idoltar, Strand Extractor          |                     |             | Store Item in Barrel    |
| 'Mr.Furg' Ohokbâsen, Confused Tourist    |                     |             | Store Item in Bin       |
| 'Flame' Kâtâkdonas, Chaos Bane           |                     |             | Construct rock Throne/R |
| Olon Loloketar, Farmer                   |                     |             | Plant Seeds             |
| Litast Bomrekdodók, Farmer               |                     |             | Tan a hide              |
| Ilral óriden, Farmer                     |                     |             | Render fat              |
| Adil Othilcatten, broker                 |                     |             | Plant Seeds             |
| Tekkud Ustuthmat, chief medical dwarf    |                     |             | No Job                  |
| Ducim Ugutasob, Planter                  |                     |             | Plant Seeds             |
| 'Mate_the_888th' Tulondostob, Temp       |                     |             | Drink                   |
| Zaneg Irerush, Planter                   |                     |             | No Job                  |
| Kib Ielingthikut, Thresher               |                     |             | Store Item in Barrel    |
| Etur Kibulûlâr, Trader                   |                     |             | No Job                  |
| Tekkud Edêmlorsith, Peasant              |                     |             | Store Item in Stockpile |
| Olin Ensebushat, Dwarven Child           |                     |             | Drink                   |
| Mebzuth Isethasob, Dwarven Child         |                     |             |                         |
| Tun Gusilasiz, Dwarven Child             |                     |             | Sleep                   |
| Minkot Nishlikot, Dwarven Child          |                     |             | Eat                     |
| Iden Enghaloucar, Dwarven Child          |                     |             |                         |
| Ingish Inethkadôl, Dwarven Child         |                     |             |                         |
| Medtob Urdinidor, Dwarven Child          |                     |             |                         |
| Likot Inodlegon, Dwarven Child           |                     |             | Sleep                   |
| Aláth Uushkulet, Dwarven Child           |                     |             | Drink                   |
| Erush Tiristmat, Dwarven Child           |                     |             | Eat                     |
| Urdin Larrakust, Dwarven Child           |                     |             |                         |
| Meng Mûrullolok, Dwarven Child           |                     |             |                         |
| Bêmbul Mîlesrith, Dwarven Child          |                     |             |                         |
| Olon Tholestaláth, Dwarven Child         |                     |             |                         |
| Uucar Herrasêrith, Dwarven Child         |                     |             |                         |
| Reg Kengzuglar, Dwarven Child            |                     |             |                         |
| Atis Kollorsith, Dwarven Baby            |                     |             |                         |
| Risen Ustirducin, Dwarven Baby           |                     |             |                         |
| Atir Zasitasob, Dwarven Baby             |                     |             |                         |
| Cerol Dodóknish, Dwarven Baby            |                     |             |                         |
| Ingish Endokegar, Dwarven Baby           |                     |             |                         |
| iton Udistmúthkat, Dwarven Baby          |                     |             |                         |
| Tobul Konosarzes, Dwarven Baby           |                     |             |                         |
| Iden Stettadthob, Dwarven Baby           |                     |             |                         |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%201.png.html)

Current incidence rate: Alright

Current sanitary level: Satisfactory.

Mr. Furg looks a bit... mauled. Not sure if he was like this on arrival or got into an accident here. Nothing that can't be covered by medical insurance, though.

Spoiler (click to show/hide)

|                       |                     |
|-----------------------|---------------------|
| Erib Akmmst, Hs Gdnss | -----G~-----        |
| Oln Ensbsht, Dwrvn Ch | -----               |
| Mbzth Isthsb, Dwrvn C | -----               |
| Adil Othilcattn, brkr | -----               |
| Stray Kestrel <Tame>  | -----               |
| Stray Buzzard <Tame>  | -----               |
| Thikut Uumomddók, Mnr | -----               |
| Múthkt Esmlecl, mlt c | -----               |
| 'Mr.Frg' Ohkbâsn, Cnf | SxG~-----X~-----    |
| 'Mstrcrshr' Othôsshtâ | -----               |
| 'Flm' Kâtâkdms, Chs B | -----               |
| Urvd Shthrzrl, Drk <T | -----               |
| Ustuth Katlkt, Crpntr | -----               |
| 'Liz' Ustuthmt, Prmdc | -----               |
| Stray Rooster <Tame>  | -----               |
| Stray Guineacock <Im> | -----               |
| 46: Key 1 2 3 4 5 6 7 |                     |
| U: Vision lost        | U: Vision ~impaired |
| Sx: Cannot stand      | S~: Stand impaired  |
| Fx: Cannot fly        | F~: Flight impaired |
| 8293: Select          | Enter: View health  |
|                       | r: Recenter         |
|                       | P: Spilled          |
|                       | G~: Grasp impaired  |
|                       | Sn: Sensory nerve   |
|                       | ESC: Done           |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%208.png.html)

Yesterday Flame approached me with some weird news... It seems that His Gaudiness's appionting me an Overseer of this mess. Honestly, I have no idea on what to do, I haven't left left my office much since the arrival... Holy moly, I am a mere paramedic, leave me alone, I want to tuck myself in blankets and have a good mug of plump wine with a couple o' nice syrup roasts or something... Why it has to be me, you one-handed bandit-

Spoiler (click to show/hide)

| 'Liz' Ustuthmat, 'Liz' Pencedbent', Paramedic                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |  |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| 'Liz' Ustuthmat has been quite content lately. She slept in a fantastic bedroom recently. She had a fine drink lately. She had a wonderful drink lately. She has been haunted by the dead lately. She has been satisfied at work lately. She has lost a father to tragedy recently. She admired a fine Door lately. She admired own fine Bed lately. She talked with a sibling lately. She is the daughter of Ustuth Goolinks and Kogan Charwedlashed. She is a citizen of The Iovrid laah. She is a member of The Everlasting Bodices. She is a former member of The Cunning Furnaces. She is the chief medical dwarf of The Everlasting Bodices. She arrived at Svêdonnûl on the 28th of Hematite in the year 219. |  |
| She is sixteen years old, born on the 23rd of Granite in the year 199. Her hair is extremely long. She is average in size. Her nose bridge is very convex. Her slightly protruding heliotrope eyes are close-set. Her somewhat tall head is narrow. Her ears are somewhat short. Her hair is golden yellow. Her skin is sepia.                                                                                                                                                                                                                                                                                                                                                                                       |  |
| She is incredibly tough and very agile, but she is very quick to tire.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |  |
| 'Liz' Ustuthmat likes native copper, aluminum, blue diamond, fungewood wood, giant armadillo shell, cabochons and splints. When possible, she prefers to consume giant kakapo, dwarven ale and Longland flour. She absolutely detests hats.                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |  |
| She has a great affinity for languages, a very good sense of speechy and a great feel for the surrounding space, but she has an iffy memory.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |  |
| She is often nervous. She often feels discouraged. She doesn't often experience strong cravings or urges. She admires tradition. She is easily moved to pity. She has a sense of duty. She needs alcohol to get through the working day.                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |  |
| A short, sturdy creature fond of drink and industry.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |  |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%205.png.html)/

Now they're sendin' me a ton of paperwork. Come on, what am I, an intendancy general? Here's a list of our current livestock...

Spoiler (click to show/hide)

|                                       |                     | Dwarf Fortress |
|---------------------------------------|---------------------|----------------|
| Citizens <54>                         | Pets/Livestock <36> | Others <66>    |
| Dead/Missing <2089>                   |                     |                |
| Stray Cat <Tame>                      |                     | Tame           |
| Stray Dog <Tame>                      |                     | Tame           |
| Stray Rooster <Tame>                  |                     | Tame <Chained> |
| Stray Turkey Gobbler <Tame>           |                     | Tame           |
| Stray Goose <Tame>                    |                     | Tame           |
| Stray Turkey Hen <Tame>               |                     | Tame           |
| Stray Cat <Tame>                      |                     | Tame <Caged>   |
| Stray Drake <Tame>                    |                     | Tame <Caged>   |
| Stray Fox <Tame>                      |                     | Tame <Caged>   |
| Mafol Kilrudmonang, Nanny Goat <Tame> |                     | Tame           |
| Stray Boar <Tame>                     |                     | Tame <Caged>   |
| Stray Cat <Tame>                      |                     | Tame <Caged>   |
| Stray Duck <Tame>                     |                     | Tame <Caged>   |
| Stray Black Bear <Tame>               |                     | Tame <Chained> |
| Stray Opossum <Tame>                  |                     | Tame <Caged>   |
| Stray Kestrel <Tame>                  |                     | Tame <Caged>   |
| Stray Eagle <Tame>                    |                     | Tame <Caged>   |
| Stray Turkey Hen <Tame>               |                     | Tame <Caged>   |
| Stray Duck <Tame>                     |                     | Tame <Caged>   |
| Stray Hen <Tame>                      |                     | Tame <Caged>   |
| Stray Emu <Tame>                      |                     | Tame <Caged>   |
| Stray Kakapo <Tame>                   |                     | Tame <Caged>   |
| Stray Wild Boar Sow <Tame>            |                     | Tame <Caged>   |
| Stray Bobcat <Tame>                   |                     | Tame <Caged>   |
| Stray Wolf <Tame>                     |                     | Tame <Caged>   |
| Avuz Thibammonom, Billy Goat <Tame>   |                     | Tame           |
| Stray Duck <Tame>                     |                     | Tame <Caged>   |
| Stray Guineacock <Tame>               |                     | Tame <Caged>   |
| Stray Cat <Tame>                      |                     | Tame <Caged>   |
| Stray Turkey Hen <Tame>               |                     | Tame <Caged>   |
| Stray Turkey Hen <Tame>               |                     | Tame <Caged>   |
| Stray Guineacock <Tame>               |                     | Tame <Caged>   |
| Stray Rooster <Tame>                  |                     | Tame <Caged>   |
| Ur vad Shuthrazral, Drake <Tame>      |                     | Tame           |
| Stray Buzzard <Tame>                  |                     | Tame <Caged>   |
| Stray Kestrel <Tame>                  |                     | Tame <Caged>   |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%203.png.html)

And a list of the shit that's outside. Honestly, I hardly even care about those anyway. Scary shit can stay outta my home... I'd like to have that python as a pet, though. Adorable puppy mouth all the way.

Also, that ghost gives me shivers. I cannot even find it on the list... HOW ARE WE SUPPOSED TO MEMORIALISE IT?!

Spoiler (click to show/hide)

|                                                  |                     | Dwarf Fortress        |
|--------------------------------------------------|---------------------|-----------------------|
| Citizens <54>                                    | Pets/Livestock <36> | Others <66>           |
| Dead/Missing <2089>                              |                     |                       |
| Migrur Tholosod, Forgotten Beast                 |                     | Uninvited Guest       |
| Cave Crocodile                                   |                     | Wild Animal           |
| Pond Grabber                                     |                     | Wild Animal           |
| Pond Grabber                                     |                     | Wild Animal           |
| Pond Grabber                                     |                     | Wild Animal           |
| Pond Grabber                                     |                     | Wild Animal           |
| Pond Grabber                                     |                     | Wild Animal           |
| Sethal Azmolbissk, Forgotten Beast               |                     | Uninvited Guest       |
| Utes Ummusest, Forgotten Beast                   |                     | Uninvited Guest       |
| Giant Bat                                        |                     | Wild Animal <Caged>   |
| Ritas Bothonshadmal, Forgotten Beast             |                     | Uninvited Guest       |
| Zasit Stelidkib, Ghostly Axedwarf                |                     | Undead                |
| Rieshou Row Ilou, Forgotten Beast                |                     | Uninvited Guest       |
| Nomar Pabozejen, Forgotten Beast                 |                     | Uninvited Guest       |
| Mônuh Gôsmervouthil, Forgotten Beast             |                     | Uninvited Guest       |
| Sodor Mogozera Remzungogngo, Forgotten Beast     |                     | Uninvited Guest       |
| Reksas, Forgotten Beast                          |                     | Uninvited Guest       |
| Sorjou Zieboierselrae, Forgotten Beast           |                     | Uninvited Guest       |
| Urbelle Sinneohdenne, Forgotten Beast            |                     | Uninvited Guest       |
| Bujit Thetalusan Oce Xubkib, Forgotten Beast     |                     | Uninvited Guest       |
| Dou Eshmaeraeloh, Forgotten Beast                |                     | Uninvited Guest       |
| Aena Olsiv Sohdmelle, Forgotten Beast            |                     | Uninvited Guest       |
| Bilou Child                                      |                     | Wild Animal <Caged>   |
| Bilou Child                                      |                     | Wild Animal <Caged>   |
| Bilou                                            |                     | Wild Animal <Caged>   |
| Zuspzeb Ustxuaruz, Forgotten Beast               |                     | Uninvited Guest       |
| Availbothon, Greater Spawn                       |                     | Underworld            |
| Leronguthstak Ular Amas, Greater Spawn           |                     | Underworld            |
| Gôsmertzimesh, Greater Spawn                     |                     | Underworld            |
| Tetôthmunsog, Greater Spawn                      |                     | Underworld            |
| Musmuno Spostzakun, Greater Spawn                |                     | Underworld            |
| Märtaren, Greater Spawn                          |                     | Underworld            |
| Ibrukezuk Luslenugosh, Greater Spawn             |                     | Underworld            |
| Uthegiklist Lunnuminrus, Greater Spawn           |                     | Underworld            |
| Ostukorshar Kinem Sofûsh, Greater Spawn          |                     | Underworld            |
| Ijlillemohnenne Arjilorre Rurdae, Greater Spawn  |                     | Underworld            |
| Godunaron Arak Orshar, Greater Spawn             |                     | Underworld            |
| Rekoshishen Spugac Engo, Greater Spawn           |                     | Underworld            |
| Raenibhrielshou Jersharrebemvorre, Greater Spawn |                     | Underworld            |
| Nasodammesh Ibrukonam, Greater Spawn             |                     | Underworld            |
| Selrillevalle, Greater Spawn                     |                     | Underworld            |
| Milesiklist Bimmonohur, Greater Spawn            |                     | Underworld            |
| Greater Spawn                                    |                     | Underworld            |
| Umerdotir Inrusngalák, Greater Spawn             |                     | Underworld            |
| Ualleaena, Greater Spawn                         |                     | Underworld            |
| Iathniles Kun Erar, Greater Spawn                |                     | Underworld            |
| Thebilcin Astannobgost Ostar, Greater Spawn      |                     | Underworld            |
| Ngotolkalur Thebilerong, Greater Spawn           |                     | Underworld            |
| Lorbamavuz Nokgol ôstob, Greater Spawn           |                     | Underworld            |
| Python                                           |                     | Wild Animal <Caged>   |
| Johlou Savohbalshelle, Banshee Swordsman         |                     | Caged Prisoner        |
| Arbsoh Uillienaesos, Banshee Swordsman           |                     | Caged Prisoner        |
| Tozôr, Forgotten Beast                           |                     | Uninvited Guest       |
| Hungry Head                                      |                     | Wild Animal <Caged>   |
| Soczye, Ogre                                     |                     | Caged Prisoner        |
| Ngokang Smusmsmunstu, Goblin Hammerman           |                     | Caged Prisoner        |
| Xuspgas Ozudhor, Goblin Bowman                   |                     | Caged Prisoner        |
| Stoshûb Ostospbâx, Goblin Bowman                 |                     | Caged Prisoner        |
| Âtu Toltunguslu, Goblin Bowman                   |                     | Caged Prisoner        |
| Ber Xuspgassotuk, Goblin Crossbowman             |                     | Caged Prisoner        |
| Dostngosp Nosostzom, Goblin Thief                |                     | Caged Prisoner        |
| Zotir Lishbanik, Forgotten Beast                 |                     | Uninvited Guest       |
| Blind Cave Ogre                                  |                     | Wild Animal <Chained> |
| Giant Dm                                         |                     | Wild Animal           |
| Magma Crab                                       |                     | Wild Animal           |
| Ultrêkobem, Magna Crab                           |                     | Wild Animal           |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%202\_1.png.html)

Some ranger's up to something in his tiny workshop. When I tried to investigate it, he told me to bugger off. How rude.

Spoiler (click to show/hide)

|                                 |  | Idlers: 5 |
|---------------------------------|--|-----------|
| Athe! Ozorlogem, Ranger         |  |           |
| "Athe! Subtlepaint"             |  |           |
| Has the aspect of one fey!, ♀   |  |           |
| Strange Mood                    |  |           |
| Competent Marksdwarf <Rusty>    |  |           |
| Novice Shield User <Rusty>      |  |           |
| Novice Armor User <Rusty>       |  |           |
| Novice Dodger <Rusty>           |  |           |
| Novice Animal Dissector <Rusty> |  |           |
| Novice Trapper <Rusty>          |  |           |
| Novice Ambusher <Rusty>         |  |           |
| Dabbling Persuader              |  |           |
| Dabbling Negotiator             |  |           |
| Dabbling Judge of Intent        |  |           |
| c: Combat b: Labor m: Misc      |  |           |
| g:Gen i:Inv p:Prf w:Wnd z:St    |  |           |
| ESC: Done f: Follow             |  |           |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%206.png.html)

Well, he might go and shove the bauble up his arse, I don't mind... As a CMD, I do, actually.



Spoiler (click to show/hide)

Craftsdwarf's Workshop

This building has been claimed by Athel Ozorlogem, Ranger.

Athel Ozorlogem works furiously!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%207.png.html)

Anyway, my dudes... I gotta let people adopt some critter so they can finally dwarf up and deal with the current situation... Am I right? Sure I am, bruh.

Spoiler (click to show/hide)

| Dwarf Fortress                           |                  |                                |
|------------------------------------------|------------------|--------------------------------|
| Creatures                                | Overall Training |                                |
| Status: Domesticated                     |                  |                                |
| Creature                                 |                  | Owner                          |
| Stray Kestrel, ♀ <Tame>                  | D                | Available                      |
| Stray Buzzard, ♀ <Tame>                  | D                | Available                      |
| Urvad Shuthrazral, Drake, ♂ <Tame>       | D                | 'Flame' Kâtâkdomas, Chaos Bane |
| Stray Rooster, ♂ <Tame>                  | D                | Available                      |
| Stray Guineacock, ♂ <Tame>               | D                | Available                      |
| Stray Turkey Hen, ♀ <Tame>               | D                | Available                      |
| Stray Turkey Hen, ♀ <Tame>               | D                | Available                      |
| Stray Cat, ♀ <Tame>                      | D                | Uninterested                   |
| Stray Guineacock, ♂ <Tame>               | D                | Available                      |
| Stray Duck, ♀ <Tame>                     | D                | Available                      |
| Avuz Thibamnonon, Billy Goat, ♂ <Tame>   | D                | Besmar Lunashustuth, Miner     |
| Stray Wolf, ♂ <Tame>                     | D                | Available                      |
| Stray Bobcat, ♀ <Tame>                   | D                | Available                      |
| Stray Wild Boar Sow, ♀ <Tame>            | D                | Available                      |
| Stray Kakapo, ♂ <Tame>                   | D                | Available                      |
| Stray Emu, ♀ <Tame>                      | D                | Available                      |
| Stray Hen, ♀ <Tame>                      | D                | Available                      |
| Stray Duck, ♀ <Tame>                     | D                | Available                      |
| Stray Turkey Hen, ♀ <Tame>               | D                | Available                      |
| Stray Eagle, ♀ <Tame>                    | D                | Available                      |
| Stray Kestrel, ♂ <Tame>                  | D                | Available                      |
| Stray Opossum, ♀ <Tame>                  | D                | Available                      |
| Stray Black Bear, ♀ <Tame>               | D                | Available                      |
| Stray Duck, ♀ <Tame>                     | D                | Available                      |
| Stray Cat, ♀ <Tame>                      | D                | Uninterested                   |
| Stray Boar, ♂ <Tame>                     | D                | Available                      |
| Mafol Kilrudmonang, Nanny Goat, ♀ <Tame> | D                | Etur Kibbulâr, Trader          |
| Stray Fox, ♂ <Tame>                      | D                | Available                      |
| Stray Drake, ♂ <Tame>                    | D                | Available                      |
| Stray Cat, ♀ <Tame>                      | D                | Uninterested                   |
| Stray Turkey Hen, ♀ <Tame>               | D                | Available                      |
| Stray Goose, ♀ <Tame>                    | D                | Available                      |
| Stray Turkey Gobbler, ♂ <Tame>           | D                | Available                      |
| Stray Rooster, ♂ <Tame>                  | D                | Available                      |
| Stray Dog, ♀ <Tame>                      | D                | Available                      |
| Stray Cat, ♀ <Tame>                      | D                | Uninterested                   |
| Python, ♂                                | A                | Not Tame                       |
| Bilou, ♀                                 | A                | Not Tame                       |
| Bilou Child, ♂                           | A                | Not Tame                       |
| Bilou Child, ♀                           | A                | Not Tame                       |
| Giant Bat, ♂                             | A                | Not Tame                       |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%204\_1.png.html)

Taupe, what the actual heck-

Spoiler (click to show/hide)

`Taupe' Nokgolnil, Stoneworker cancels Release Pet: Animal inaccessible.  
`Taupe' Nokgolnil, Stoneworker cancels Release Pet: Animal inaccessible.  
`Taupe' Nokgolnil, Stoneworker cancels Release Pet: Animal inaccessible.  
`Taupe' Nokgolnil, Stoneworker cancels Release Pet: Animal inaccessible.  
`Taupe' Nokgolnil, Stoneworker cancels Release Pet: Animal inaccessible.  
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`Taupe' Nokgolnil, Stoneworker cancels Release Pet: Animal inaccessible.  
`Taupe' Nokgolnil, Stoneworker cancels Release Pet: Animal inaccessible.  
`Taupe' Nokgolnil, Stoneworker cancels Release Pet: Animal inaccessible.  
`Taupe' Nokgolnil, Stoneworker cancels Release Pet: Animal inaccessible.  
→ `Taupe' Nokgolnil, Stoneworker cancels Release Pet: Animal inaccessible.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%209.png.html)

Argh, I think I've unleashed the beast. Now he keeps jumping me asking if he can have "de bore". NO YOU CAN'T HAVE IT LIL TAUPE, IT'S JAILED UP THERE WIT THE SCARY THINGS! Get yer shit together mate, seriously.

Spoiler (click to show/hide)

|                                       |              |
|---------------------------------------|--------------|
| Mafol Kilrudmonang, Nanny Goat <Tame> | Tame         |
| Ducim Fikodulâb, Boar <Tame>          | Tame <Caged> |
| Stray Cat <Tame>                      | Tame <Caged> |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2012\_1.png.html)

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Crashmaster** on **March 31, 2016, 05:05:19 pm**

So much for the sanity level.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **March 31, 2016, 06:14:11 pm**

Prompt updates make me feel fuzzy inside

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **March 31, 2016, 07:06:34 pm**

You know what, I'll take another stab at this. Add me to the turn list again if you please!

Also, could you redorf me? Name: DoleusDolosus, Job Title: Lunatic Cultist.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheBiggerFish** on **April 01, 2016, 04:45:11 am**

Quote from: Crashmaster on March 31, 2016, 05:05:19 pm  
So much for the sanity level.

Sig'd.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 01, 2016, 02:23:49 pm**

Holy Moly, tis ranger dude did really make a totally kickass piccolo! Mate, haven't seen such a rad piece in years. Wish we had sum of 'em surfers 'ere.

Shit's real bling.

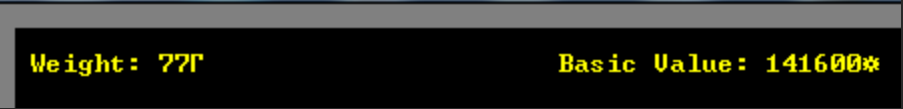
Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2013.png.html)

Aw boy, it's worth... wait... 141 fuckin' grand! Imma go get some beer... Gotta turn tis shit o'er first.

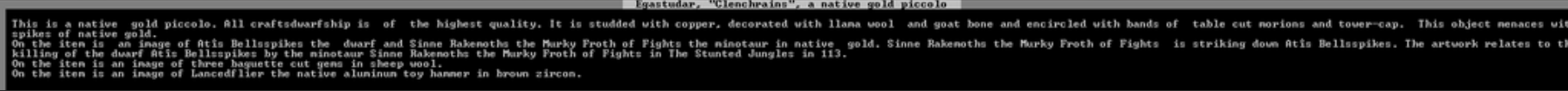
Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2014.png.html)

Man, it also features pictures of some badass bullboy goring a grindcore pleb or something. Extra edgy!

Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2015.png.html)

Some dude came o'er to my office and told me he ought to be called Donald Dollars from now on, so I had to update the logs and shit... I don't care mate, call yerself what ye want, it won't save you from getting ripped apart by monsters or anything.

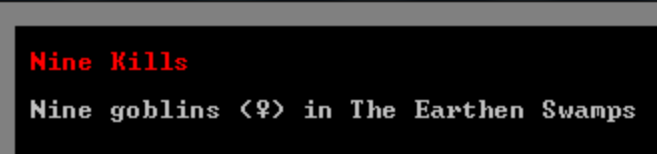
Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2016.png.html)

The paperwork mentions him offing some nine goblin hags at Southern Swamps. What the heck does that even mean?

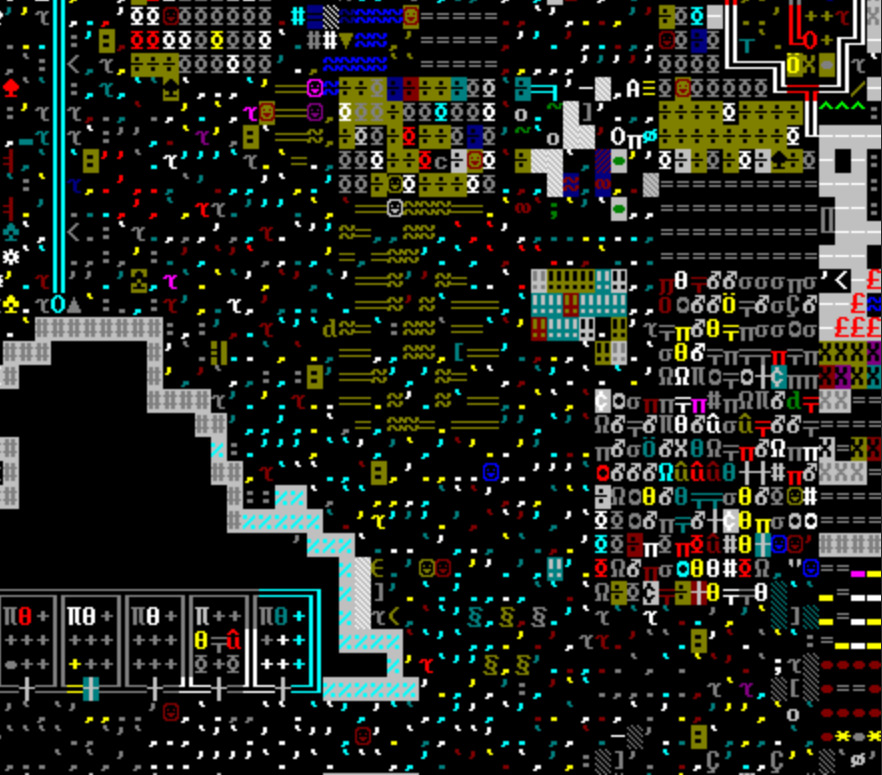
Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2017.png.html)

Alright, time for some management. For the sake of sanitation, we're clearing the area of trees and bushes... Also, gotta wear my new sweet turtleneck for this occasion. Boy, now I do look like an actual doctor!

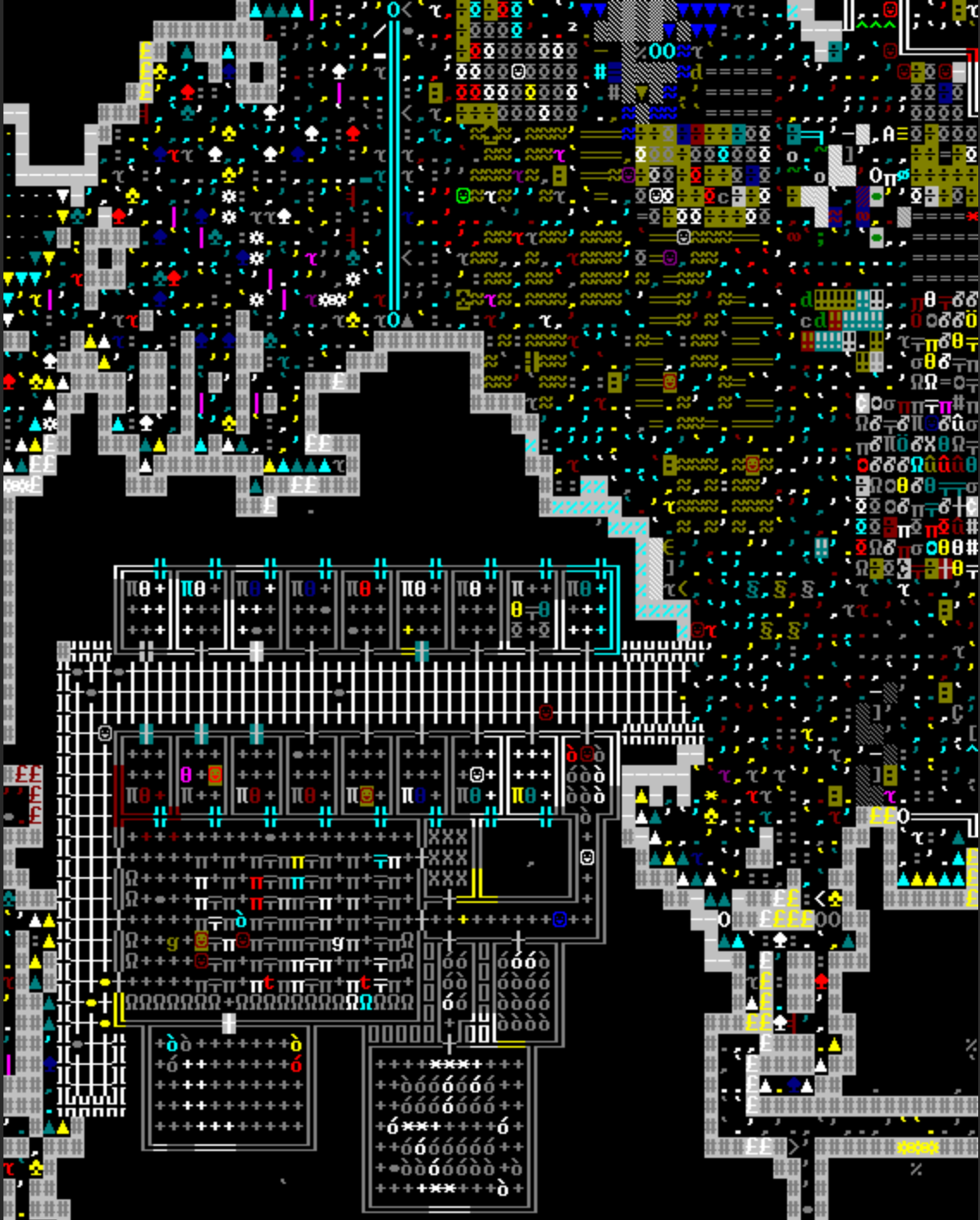
Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2018.png.html)

Well done. Now, smoothworks. Some addtional farm plots would come in handy as well. We're good on farmers, right?

Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2019.png.html)

What are those children doing in the lever room? Don't you think they might accidentally trigger a total fortress purge? Placing some additional doors here and there, just in case.

Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2021.png.html)

His Gaudiness is begging me for a military parade... That'll "boost the morale" he says. Whatever. Our militia's pretty much nonexistent anyway. We have, like, two rusty veterans.

Spoiler (click to show/hide)

9 squads, 2 soldiers, 0 activeInactive: No scheduled order  
Squad: 0/6 Sworddwarves, 0/4 WrstlrsN: Name squad  
d: Disband squad1: Need commander to appoint sub-commander

| SQUADS/LEADERS       | SQUAD POSITIONS | CANDIDATES                  |
|----------------------|-----------------|-----------------------------|
| captain of the guard | 1. VACANT       | Adil Othilcatten, broker    |
| 1st Sworddwarves     | 2. AVAILABLE    | Thikut Uumomdodók, Miner    |
| 1st Macedwarves      | 3. AVAILABLE    | 'Mr.Frg' Obkbâsn, Cnfsd_Trs |
| 1st Hammerdwarves    | 4. AVAILABLE    | 'Mstrcrshr' Othôsshtân, Ovr |
| 1st Speardwarves     | 5. AVAILABLE    | 'Flame' Kâtâkdomas, Chas Bn |
| 2nd Sworddwarves     | 6. AVAILABLE    | Ustuth Katlikot, Carpenter  |
| 2nd Speardwarves     | 7. AVAILABLE    | 'Liz' Ustuthmat, Paramedic  |
| 1st Marksdwarves     | 8. AVAILABLE    | Olon Loloketar, Farmer      |
| 2nd Marksdwarves     | 9. AVAILABLE    | Ducim Ugutasob, Planter     |
| King's Guard         | 10. AVAILABLE   | 'Taupe' Nokgolnil, Stonwrkr |
|                      |                 | 'Mat_th_888th' Tlndstb, Tmp |

p: Positionsa: Alertse: Equipn: Uniformsu: Suppliesf: Ammunition  
ESC: Done234689: Move selectors: Schedule

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2022.png.html)

Apparently, we're going through a "military reform". Heh, whatever floats His Majesty's boat, I guess.

Spoiler (click to show/hide)

Spare Uniform List  
Miner  
New Model Infantry

coats  
vests  
cloaks  
shirts <foreign>  
tunics <foreign>  
togas <foreign>

p: Positionsa: Alertse: Equipn: Uniformsu: Suppliesf: Ammunition  
ESC: Done234689: Move selectors: Schedule

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2023.png.html)

Dobby Dorkman is the military commander now. It turned out he know how to bash shit outta things.

Spoiler (click to show/hide)



``DoleusDolosus' óriden, Lunatic Cltst  
Competent Macedwarf  
Enter: Assign to squad`

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2024.png.html>)

Alrighty. Now we have to wait until some poor idlers show up so we can draft them into the militia.

[Spoiler](#) (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2025.png.html>)

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Crashmaster** on **April 01, 2016, 02:41:07 pm**

Militia, that's positive thinking. Are war ducks a thing? You should make some nestboxes.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 01, 2016, 03:14:51 pm**

!!Fun!! fact: of all king Erib's relatives that were present in the fortress, the only one alive is his nephew, Mastercrasher.

By the way, what's our method of getting migrants in safely? I managed to get them into the nothern airlock, but it isn't sealed yet. Anyway, we might get 6 additional dwarves soon.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 01, 2016, 07:48:22 pm**

Guys, anyone who knows me even casually knows that I am not one to do something like this, and that I *never* in fact do this, but it's really important to me and I think it's important that I get the word out. I learned from a friend a while back that there are some extremely alarming and disturbing things happening in Japan right now, and while I'd rather not discuss the specifics in this thread due to the nature of the situation, I urge anyone who's interested to go here (<https://www.youtube.com/watch?v=-PN17ftc5Vg>) to learn more. Thank you.

E:  
[Quote from: Monitor Lisard on April 01, 2016, 03:14:51 pm](#)

By the way, what's our method of getting migrants in safely? I managed to get them into the nothern airlock, but it isn't sealed yet. Anyway, we might get 6 additional dwarves soon.

I think you seal them in and then open the inner gates (of which there are three?). This post (<http://www.bay12forums.com/smf/index.php?topic=151909.msg6713074;topicseen#msg6713074>) explains how the airlocks are operated.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 02, 2016, 02:18:43 am**

I wish I heard of this earlier.

[Spoiler](#) (click to show/hide)  
Too bad it was the second of April for me.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 02, 2016, 02:56:29 pm**

What, again? Ugh, you gotta keep the old man happy. I wonder what is it this time...

Spoiler (click to show/hide)  
Erib Rkumamost, His Gaudiness has mandated the construction of certain goods.  
(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2026.png.html)

More maces. And more shields. And scepters. And shields. And maces. Who the heck needs maces when you got fuckton-meter tall thick-skinned abominations up yer ass... The king's bent on maces. And shields.

Spoiler (click to show/hide)  
Mandates: Export of scepters Prohibited  
Make maces (3/3)  
Export of shields Prohibited  
Make scepters (2/2)  
Make shields (3/3)

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2027.png.html)

At very least, he doesn't look so mad anymore. Guess who's not getting hanged soon? Yep, that's probably me. I am a great Overseer. I am good at... Overseeing. Right.

Spoiler (click to show/hide)  
Erib Rkumamost, "Erib Catchtoun", His Gaudiness  
Erib Rkumamost has been happy lately. He was pleased to have a mandate deadline met lately. He slept unasily due to noise lately. He admired a fine Restraint lately. He had a pretty decent drink lately. He dined without a proper dining room recently. He was upset to be wearing old clothing lately. He had a nice bath recently. He had a fine drink lately. He was comforted by a lovely waterfall lately. He has been satisfied at work lately. He sustained minor injuries recently.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2029.png.html)

What a... Nuisance. His name sounds much like Dauntless Duck's... Were they brothers or sumthin'?

Spoiler (click to show/hide)  
a <<(\*«-large iron right gauntlet-»\*)>> has been misplaced. No doubt 'DolususDoleus' Nishtat, Ghostly Escaped Mental Patient is to blame!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2028.png.html)

Great. Old Erib's about to send him back to Armok. I admit, His Majesty's does a lot of oddjobs here. I guess, that's why he's in charge.

Spoiler (click to show/hide)  
Dwarf Fortress  
Craftsdwarf's Workshop  
'DolususDoleus' Nishtat (Engrave Memorial)  
Make rock Crafts  
a: Add new task +-/=: Select  
c: Cancel Current Task  
p: Promote Current Task  
r: Repeat s: Suspend  
P: Workshop Profile  
x: Remove Building  
ESC: Done  
(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2030.png.html)

Uhm... Wait, what? Migrants?! Oh shit, what do I do, what do I do?!

Spoiler (click to show/hide)  
Adil Othilcatten, broker cancels Plant Seeds: Needs plump helmet spawn.  
Some migrants have arrived.

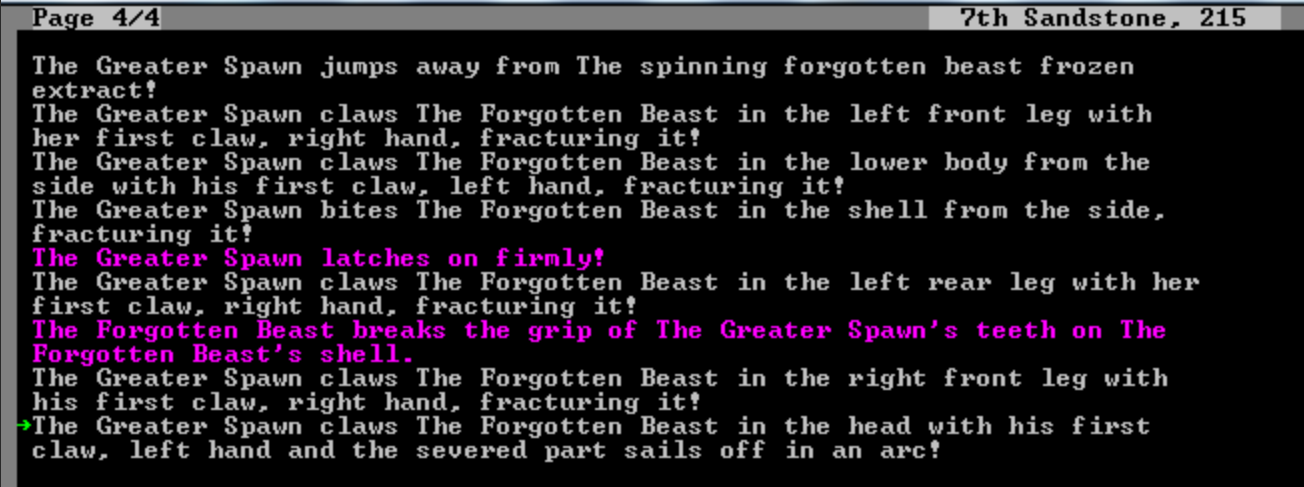
(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2031.png.html)

From this obsevation post of mine, I can see them pretty clearly... Please, hang on dudes! We're coming!

Spoiler (click to show/hide)  
q: Set Building Tasks/Prefs  
R: View Rooms/Buildings  
t: View Items in Buildings  
v: View Units H: Hot Keys  
n: Nobles and Administrators  
z: Status k: Look  
Tab: Move this menu/map  
?: Help ESC: Options  
;: Movies D: Depot Access  
l: Artifacts  
Space: Resume .: One-Step  
(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2033.png.html)

I don't see any Spawn around, but I can hear them fighting with some scary cave beast. Good, that might give us some time to organise the rescue.

Spoiler (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2032.png.html>)

Signalling them to move to the Northern airlock. No idea so far on how it works, I guess I'll have to figure it out...

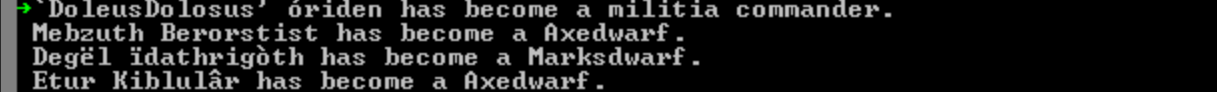
Spoiler (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2034.png.html>)

Assembling the squad together in case shit goes... Well, I don't think they'll be able to hold it off in that case. Just for a couple of minutes, maybe.

Spoiler (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2035.png.html>)

Wait, what is that guy doing? I thought everything out there on the top was forbidden from picking up...

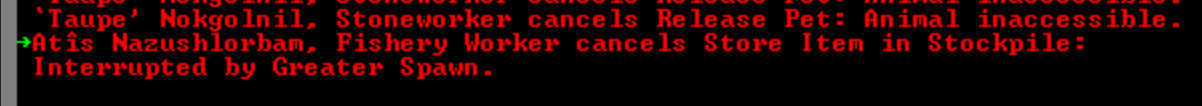
Spoiler (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2036.png.html>)

Uh-oh.

Spoiler (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2037.png.html>)

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 02, 2016, 03:36:03 pm**

Shit.

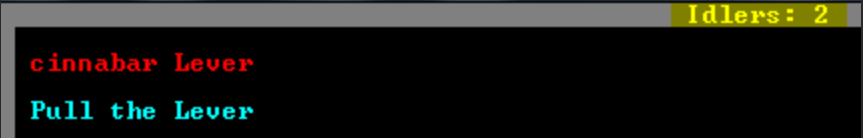
Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 02, 2016, 04:10:26 pm**



You know what? We only got 5 migrants, alright? That fisherworker... He's dead. He's so fucking dead. They're so wiping him out of existence with a single fucking precise swipe of they huge fucking claws.

I'm ordering everyone inside.

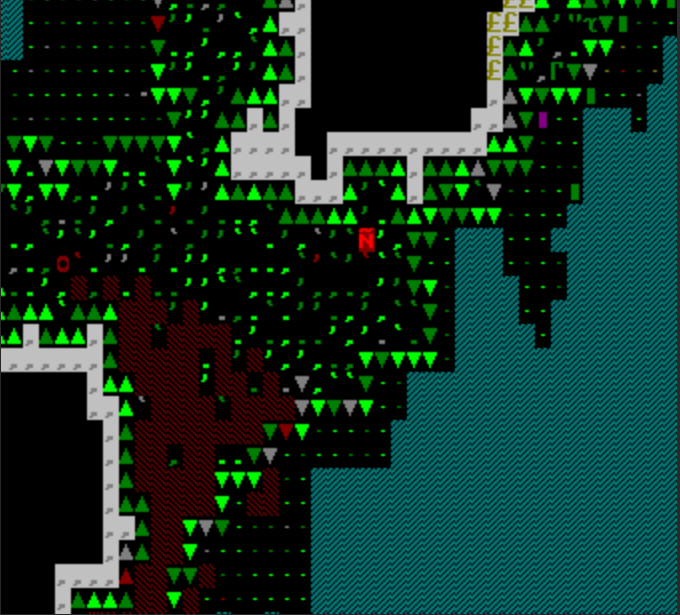
Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2038.png.html)

He is not coming. A cloud of red mist consumed him entirely. We're screwed, lads.

Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2039.png.html)

We're not done yet, though. If we seal the gates properly-

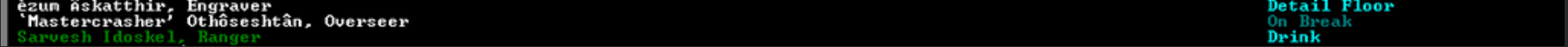
Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2040\_1.png.html)

Mastercrasher? What is His Majesty's nephew- SOMEBODY GET HIM BACK!

Spoiler (click to show/hide)

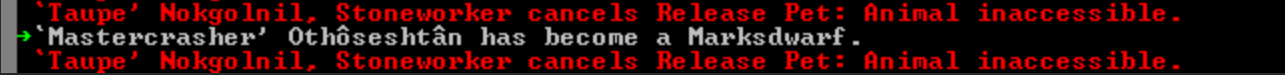


(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2041.png.html)

CRASHER! YOU PIECE O'CRAP! AS AN OVERSEER, I AM FUCKING CONSCRIPTING INTO THE MILITIA AND ORDERING YOU BACK INTO THE FORTRESS! I SWEAR, I'M EXAMINING YER BACKSIDE-

(OOC: fucks given by on break dwarves about burrows: 0)

Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2042.png.html)

Alright, he's back! But the mutant dude...

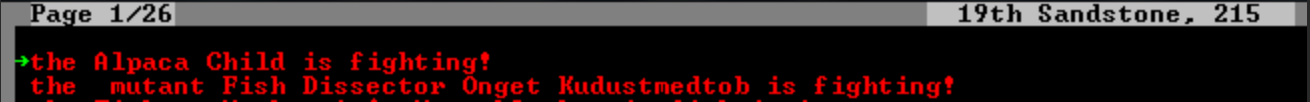
Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2043.png.html)

Guess what saved us from debacle! An alpaca! Thank Armok for creating them.

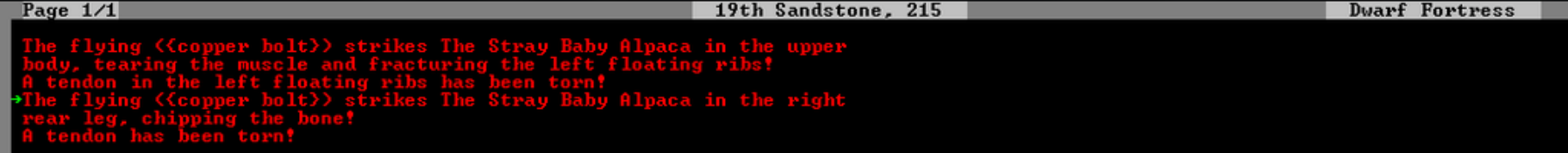
Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2044.png.html)

Shit, he's armed! And he didn't forget how to shoot things... Gotta be extra careful.

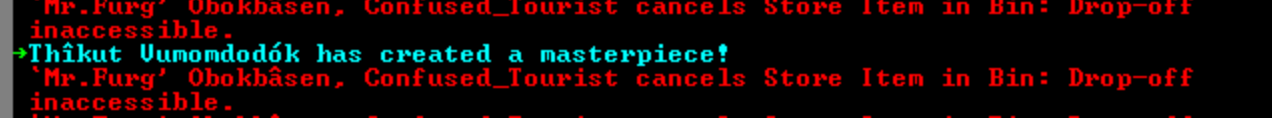
Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2045.png.html)

Out-fucking-standing, Thikud. Just the time for that piece of yours. We'll check it out later, alright?

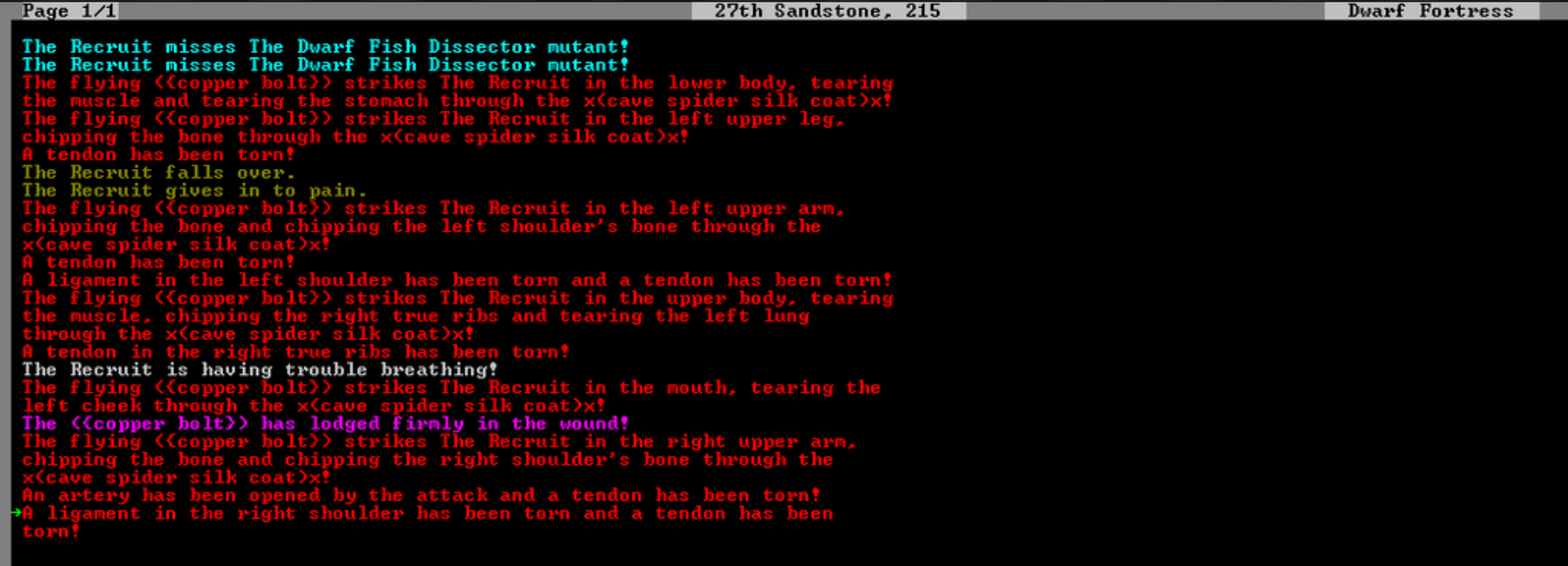
Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2046.png.html)

Argh, why the fuck? Why is there a miner in that corridor? I told them to get back in, not to-

Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2047.png.html)

You know what, I don't care anymore. I'm bringing him back even if it will be the end of me. I am a fucking doctor. I help dwarves... COVER ME! I'M GOING IN!

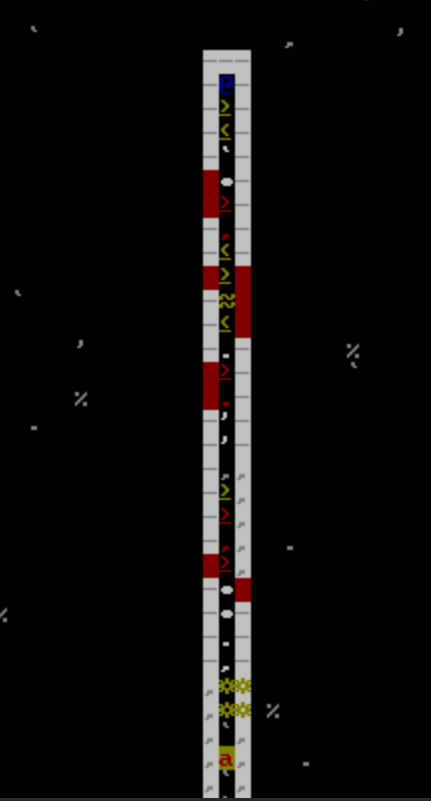
Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2048.png.html)

Alright... I pulled it. Don't know, how. That mountain of muscles must be scared of the alpaca. Now we have to seal the passage as close to the surface as possible. I hope that fisher dude won't be much of a trouble anymore.

Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2049.png.html)

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **April 02, 2016, 04:23:36 pm**

Just a normal day in Clobbermountains...

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Crashmaster** on **April 02, 2016, 06:30:05 pm**

The power of the banshees pales before the far-reaching calls of \*pig-tail fiber sock\*.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **April 02, 2016, 06:33:27 pm**

What does it say about this fortress that the local wildlife is better at getting rid of the spawn than our own dwarves?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **April 03, 2016, 12:24:17 am**

I'm not sure, but it I'm taking it as a sign that we're doing it right :P

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **April 03, 2016, 08:35:30 am**

Greater Spawn hardly qualify as "local" or "wildlife". Or did you mean the eight forgotten beasts all sitting on one tile?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 03, 2016, 12:09:20 pm**

Alright, I managed to seal the tunnel. Everyone keeps ignoring the wounded miner, even though the jobs are at max... Is there anything I can do?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **April 03, 2016, 12:34:52 pm**

Quote from: TheFlame52 on April 03, 2016, 08:35:30 am  
Greater Spawn hardly qualify as "local" or "wildlife". Or did you mean the eight forgotten beasts all sitting on one tile?  
I assume they form a pyramid with a singing baby lion on top of it.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 04, 2016, 01:13:27 am**

Quote from: Monitor Lisard on April 03, 2016, 12:09:20 pm  
Alright, I managed to seal the tunnel. Everyone keeps ignoring the wounded miner, even though the jobs are at max... Is there anything I can do?

IIRC 34.11 had a bug where injured dwarves would stop creating Recover Wounded jobs after a bit if they were interrupted a bunch, or something (I'm only like 50% sure about this). You could always engineer some way to re-injure him.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 04, 2016, 03:01:26 am**

Quote from: Mr Frog on April 04, 2016, 01:13:27 am  
IIRC 34.11 had a bug where injured dwarves would stop creating Recover Wounded jobs after a bit if they were interrupted a bunch, or something (I'm only like 50% sure about this).

He is recovered, though. As mentioned earlier, Lis had managed to snatch the wounded guy right under from mutant's nose. Poor dude's stuck in the bed, and nobody's willing to diagnose him.

Quote from: Mr Frog on April 04, 2016, 01:13:27 am  
You could always engineer some way to re-injure him.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 07, 2016, 02:43:03 am**

mcbump  
  
How's everyone doing?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic** on **April 07, 2016, 03:00:45 am**

Quote from: Monitor Lisard on April 03, 2016, 12:09:20 pm  
Alright, I managed to seal the tunnel. Everyone keeps ignoring the wounded miner, even though the jobs are at max... Is there anything I can do?  
Name one of the migrants imic and give him a hammer.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 07, 2016, 02:21:03 pm**

*So, we're carefully bringing in the materials this night and... Wait, did someone just go- Taupe!? TAUPE! Argh!*  
  
*Hold back! Hold back!*

Spoiler (click to show/hide)  
  
(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2050.png.html)

*Despite all the troubles and general stupidity of some of the residents, we managed to erect a proper barrier... It'll hold off some unwanted elements, at least for a while. Might I also mention that captain Flame did a fine job building it. I say, two sensible women can turn this fort into something worthy of His Majesty's presence.*

Spoiler (click to show/hide)





(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2051.png.html)

Somebody should really look into Aban's wounds... I know it ought to be me, yet I hardly have spare time for my medical duties. Anyone, please? I got a shitton of paperwork to do... I'm sure his insurance will cover the expences.

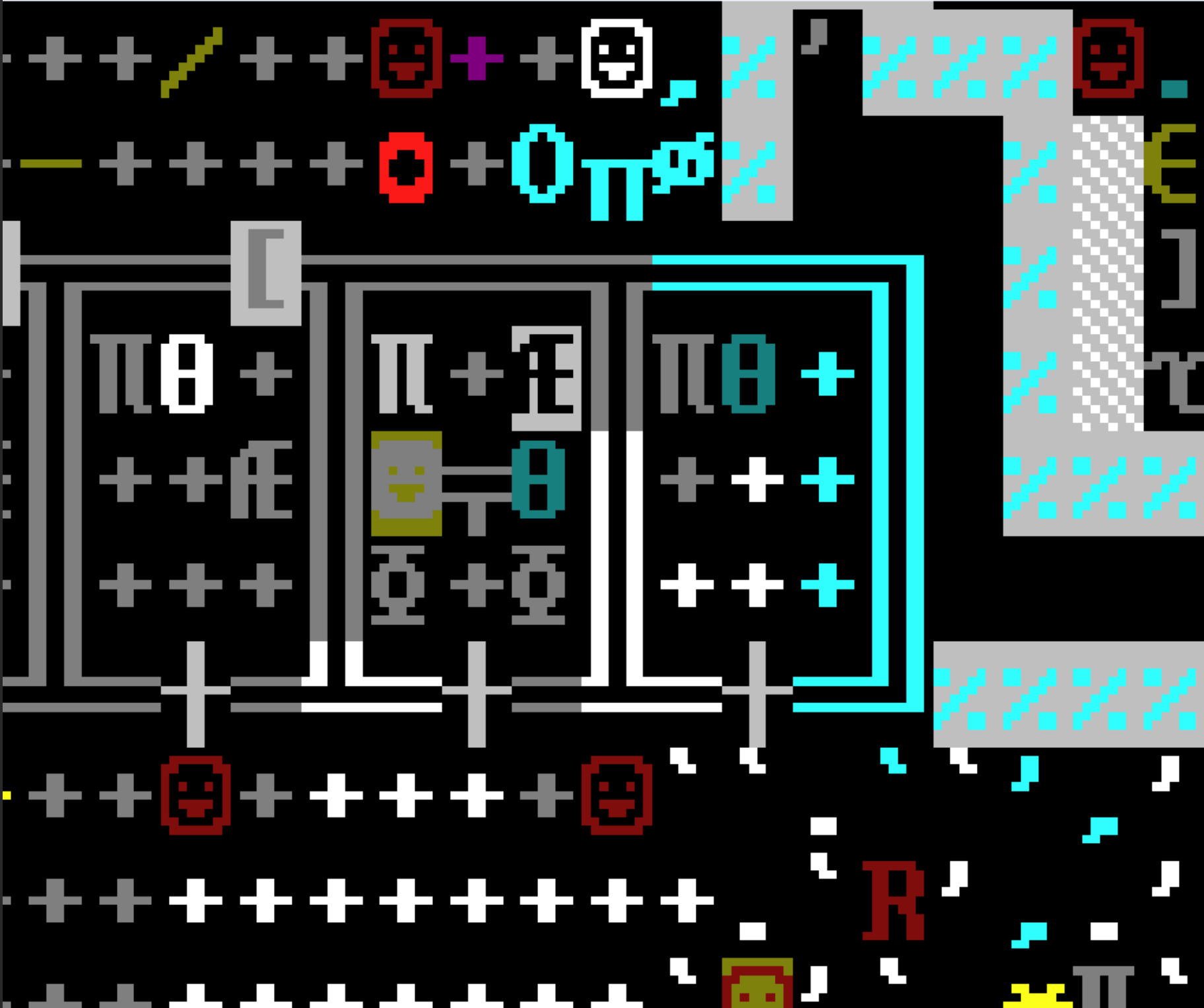
[Spoiler](#) (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2052.png.html)

Man, I wish I could help him at the moment. He's just lying there, drinking his ale... On the other hand, he might be the happiest beard in the fortress.

[Spoiler](#) (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2053.png.html>)

Alright, yet another guy, a soldier this time, desided to clarify his name. There you go, Gimmick. You'll have to sign these papers first.

Spoiler (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2054.png.html>)

Y'know, our militia could always use more bling. In fact, we're pretty low on many materials save presious metals. That's something notable.

Spoiler (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2055.png.html>)

This guidebook on fortress sanitation says that walking around in tatters isn't good. Even the king's compelled to wearing rags. We have to do something.

Spoiler (click to show/hide)

Idlers: 1

```

Erib Akumamost, His Gaudiness
"Erib Catchtowns"

XX<aye-aye leather cap>XX, Head
<-grizzly bear hair crown->, Head
X-cave spider silk trousers-X, Lower body
X-cave spider silk sockX, Right foot
Xgiant cave spider silk shoeX, Right foot
x<troll fur sock>x, Left foot
X<pig tail fiber shoe>X, Left foot
X<cave spider silk right glove>x, Right hand
x<pig tail fiber dress>x, Upper body
x<pig tail fiber coat>x, Upper body
spatter of Erib Catchtowns's dwarf blood <left lower
coating of Erib Catchtowns's dwarf blood <third fing
coating of Erib Catchtowns's dwarf blood <second fin
coating of Erib Catchtowns's dwarf blood <fourth fin
coating of Erib Catchtowns's dwarf blood <first fing

g:Gen i:Inv p:Prf w:Wnd z:St
ESC: Done f: Follow

```

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2056.png.html>)

*I've got a report ov'r here that mentions some merchants arriving recently... What merchants? Who the fuck even considers visiting this place anymore?*

Spoiler (click to show/hide)

A caravan from Shakethmeng has arrived.  
 Their wagons have bypassed your inaccessible site.  
 →The merchants need a trade depot to unload their goods.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2057.png.html>)

*Time to harvest the crops!*

Spoiler (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2058.png.html>)

*I'm hearing something... Weird. Somethin... Familiar. Oh no.*

Spoiler (click to show/hide)

Thîkut Uumomdodók, Miner cancels Collect Webs: Needs 10 undisturbed thread.  
→An ambush! Curse them!

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2059.png.html>)

*A group of banshees came in, probably willing to plunder the caravan leftovers.*

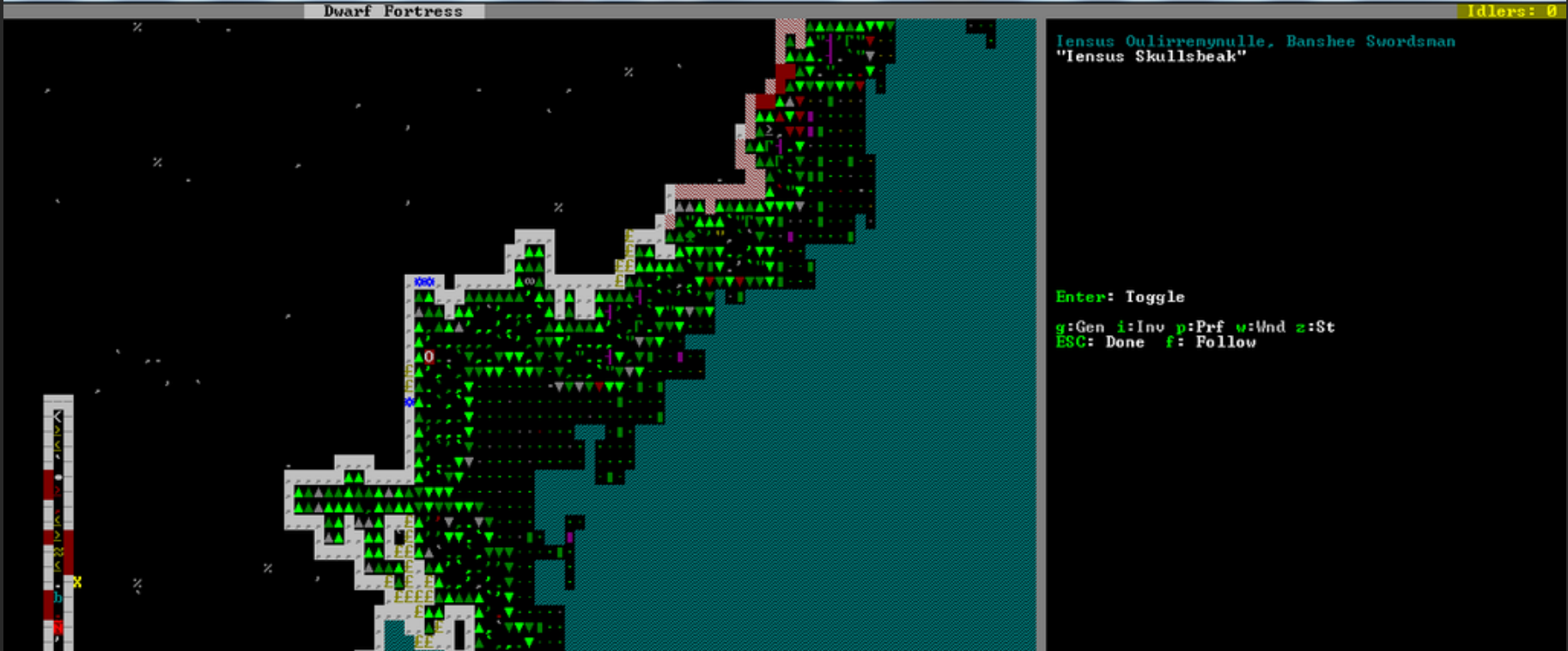
Spoiler (click to show/hide)

| Dwarf Fortress                           |                     |             |
|------------------------------------------|---------------------|-------------|
| Citizens (59)                            | Pets/Livestock (39) | Others (76) |
| Dead/Missing (2097)                      |                     |             |
| Mojae Urrarrejohdarre, Banshee Bowman    |                     | Invader     |
| Hzshae Birsruvbieherre, Banshee Bowman   |                     | Invader     |
| Jyrirre Urbshieohrou, Banshee Bowman     |                     | Invader     |
| Sernyye Lushaezabou, Banshee Bowman      |                     | Invader     |
| Loubou Irsiejyrie, Banshee Bowman        |                     | Invader     |
| Doubou Novmaz, Banshee Bowman            |                     | Invader     |
| Iensus Oulirremynulle, Banshee Swordsman |                     | Invader     |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2060.png.html>)

*Oh. Their commander has just run right into... Him.*

Spoiler (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2061.png.html>)

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **TheFlame52** on **April 07, 2016, 02:26:12 pm**

# OHSIT

**Title: Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Mr Frog** on **April 07, 2016, 03:36:24 pm**

This will play out in two different ways depending on whether the fish dissector was armed+armored or not.

If not, then it'll be chopped into tasty mutagenic steak strips.



Otherwise, that banshee is going to have a bad time.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **April 07, 2016, 05:36:39 pm**

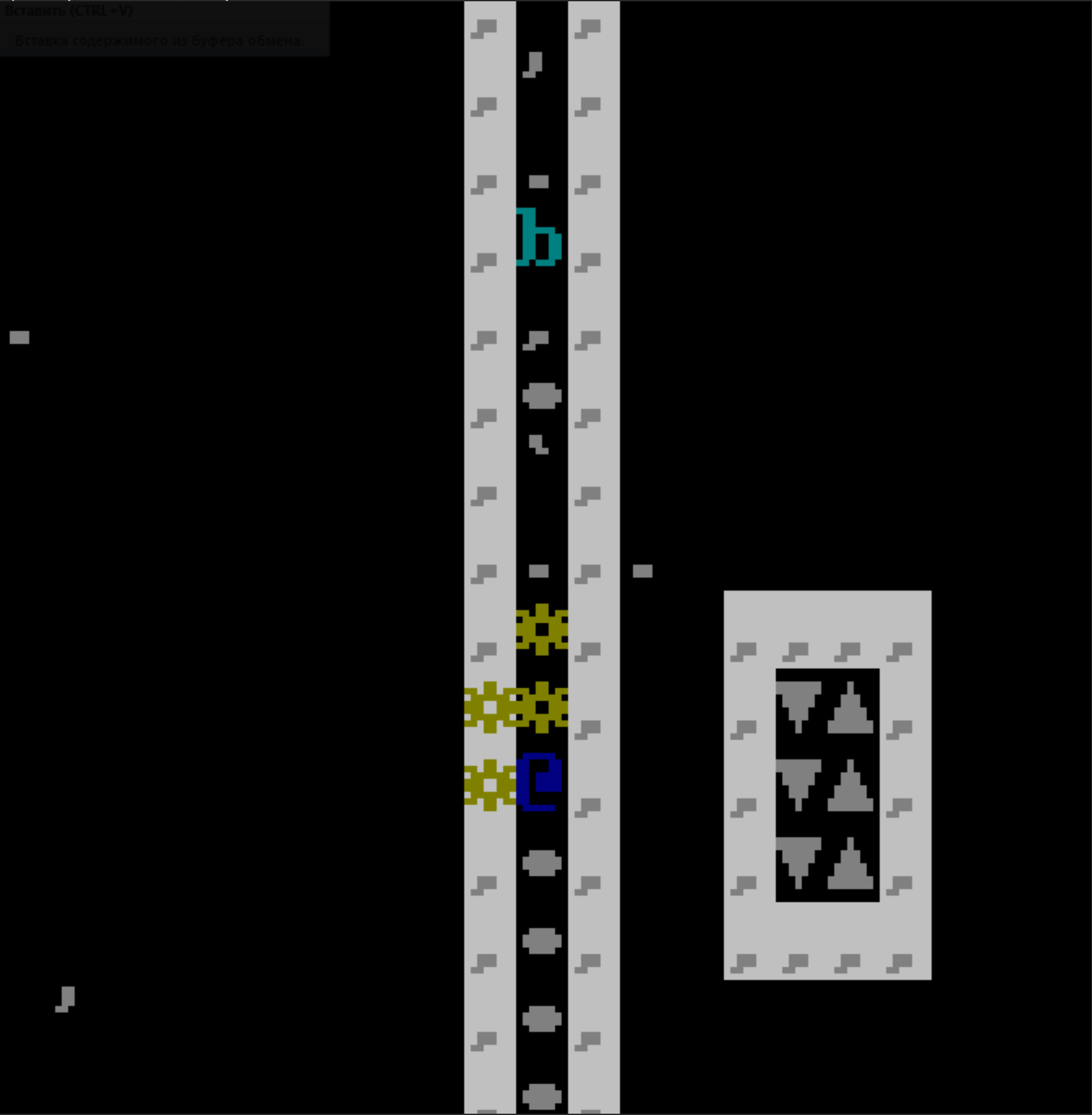
Oh wait, I thought the banshee was getting in and the mutant was a corpse. Stupid red background. Also, if that's the guy left over from my turn, he's unarmored.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 08, 2016, 12:42:39 pm**

*Oh boy, that's quite a stand-off! I wonder- Did he just chicken?*

*Come on, stand up and fight, you fish-reeking goon!*

[Spoiler](#) (click to show/hide)

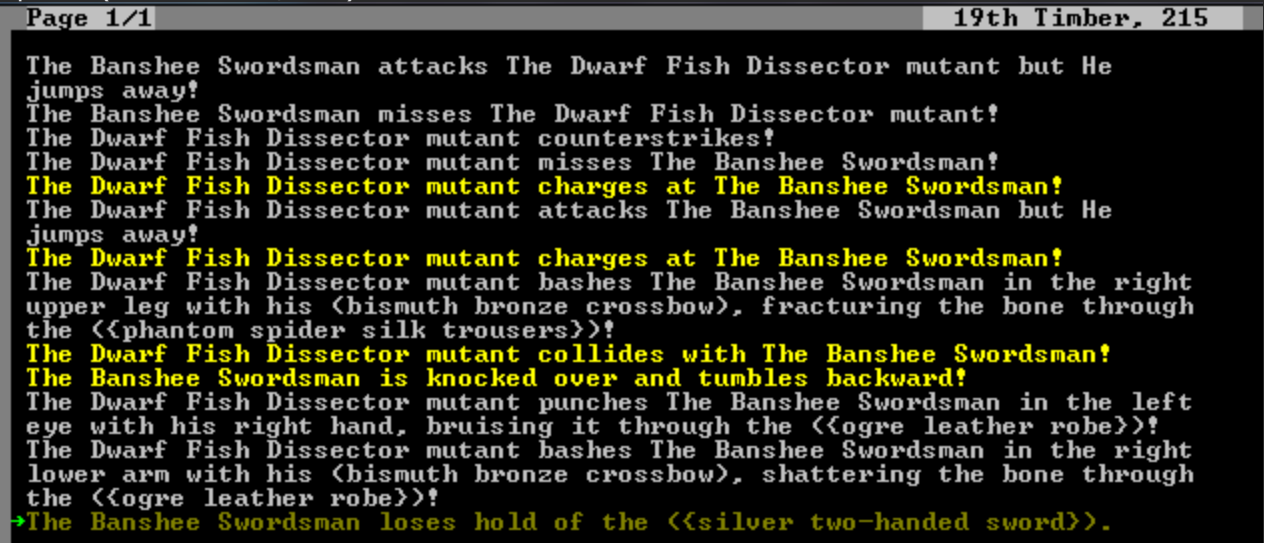


(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2062.png.html>)

*Yeah, come on, charge 'em! Tear those witches a new one!*

*\*crunch\**

[Spoiler](#) (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2063.png.html>)

*Whoah, that looks... brutal. I kinda feel sorry for them. They knew what they were going for, though.*

[Spoiler](#) (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2064.png.html)

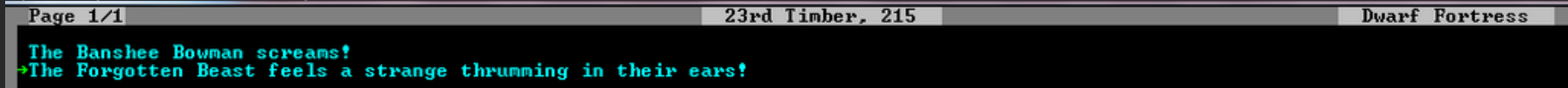
OH ARMOK NO!

FUCK!

MY EARS!

Their screams are horrible!

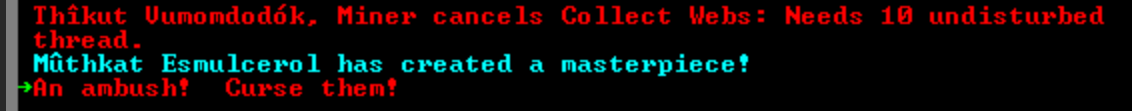
[Spoiler](#) (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2065.png.html)

While the fisherguy's running around freaking out, more banshees join the fight! Also, screw you, Muthkat. Nobody cares about your bracelets, not even the king. He's more into scepters, you know.

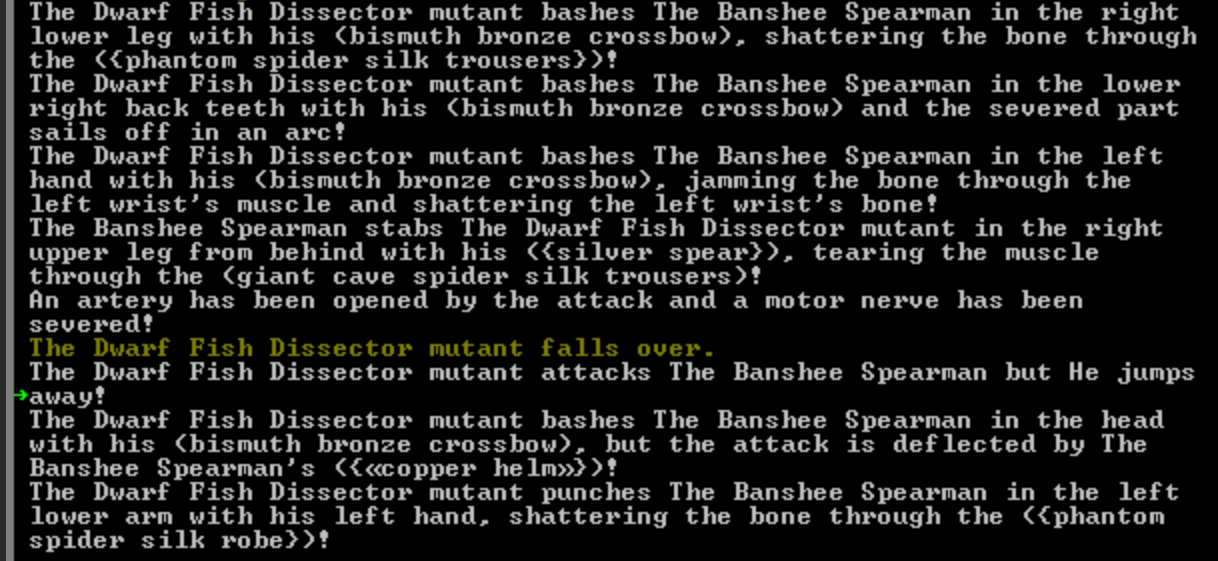
[Spoiler](#) (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2066.png.html)

Keep punching! Man, what a sight to see.

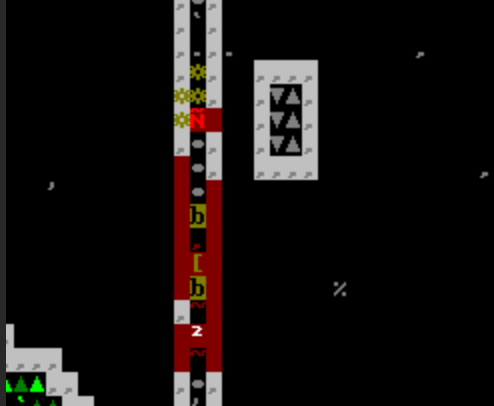
[Spoiler](#) (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2067.png.html)

Two on the ground, writhing in pain, more to go!... Probably.

[Spoiler](#) (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2068.png.html)

Oh shit, they're smarter than that. Now they're collectively bitching at him from the safe distance.

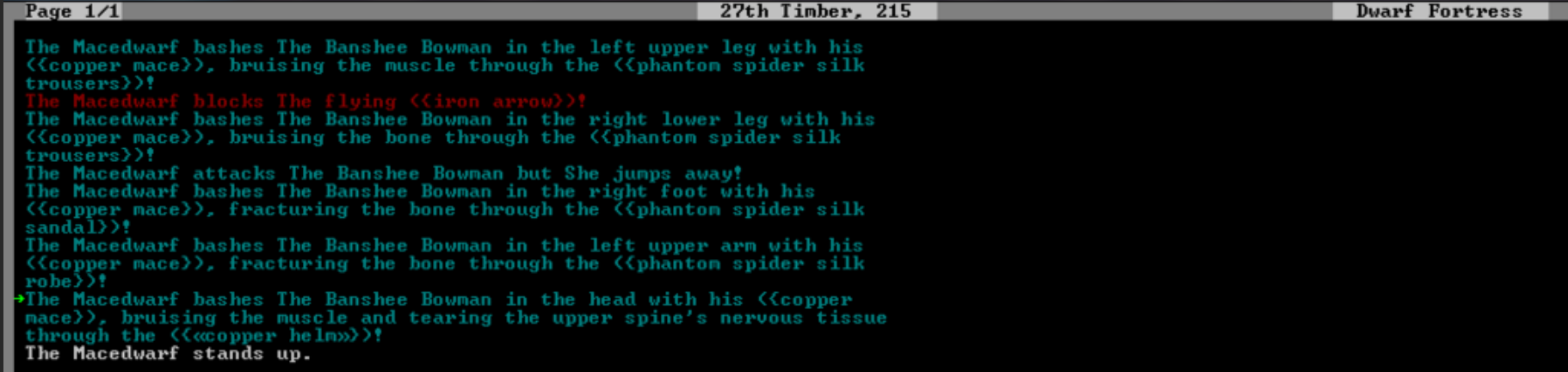
[Spoiler](#) (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2069.png.html>)

One of them dudes stumbled upon the merchants. Guards bash them swiftly. The invaders are starting to flee... They might not be going too far, though.

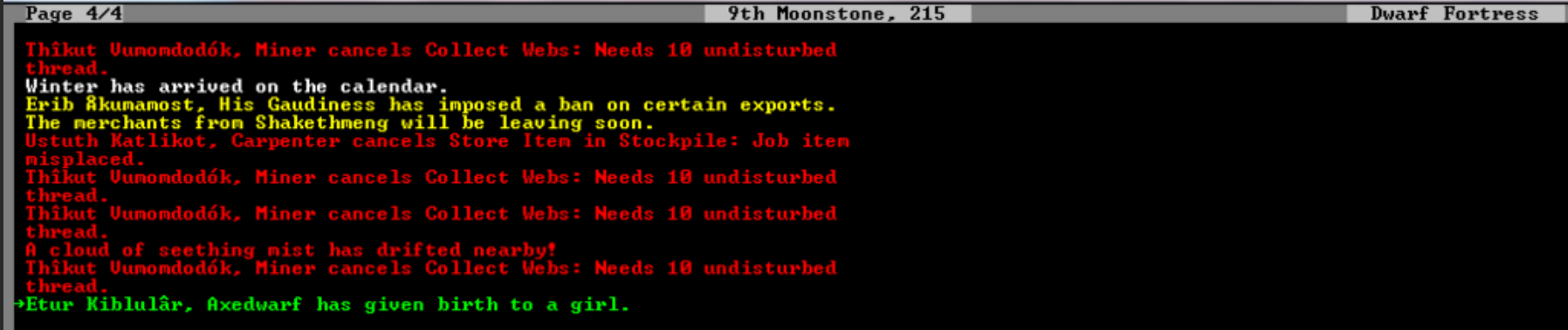
[Spoiler](#) (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2070.png.html>)

We've officially hit a mark of 60 beards!... Once again.

[Spoiler](#) (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2071.png.html>)

Uh, Limerick, could you... Wear something... please? I kinda feel uncomfortable when somebody comes to my office dressed like that.

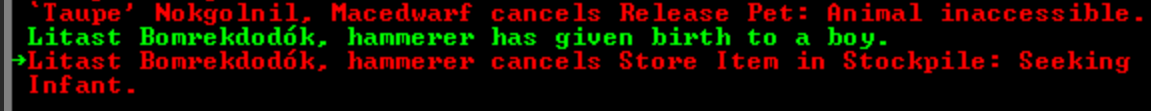
[Spoiler](#) (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2072.png.html>)

Yay! More dwarves!

[Spoiler](#) (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2073.png.html>)

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **April 08, 2016, 03:13:50 pm**

Well, at least someone's reversing the trend of everyone getting killed.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Crashmaster** on **April 08, 2016, 03:16:23 pm**

We've come full-circle back to relying on fortuitous mist-mutant defense.

Quote from: TheFlame52 on April 08, 2016, 03:13:50 pm

Well, at least someone's reversing the trend of everyone getting killed.



# Turn List;

Taupe

[TREND REVERSAL INTENSIFIES]

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 08, 2016, 03:35:14 pm**

Quote from: Crashmaster on April 08, 2016, 03:16:23 pm

Quote from: TheFlame52 on April 08, 2016, 03:13:50 pm

Well, at least someone's reversing the trend of everyone getting killed.

# Turn List;

Taupe

[TREND REVERSAL INTENSIFIES]

*How quickly the tide turns*

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 09, 2016, 01:48:45 pm**

*Finally, our soldiers are doing something else than gathering around some profecient dude to stare at him or loitering all day. I hope we'll soon be able to equip them with proper uniform or something.*

Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2074.png.html)

*Look at them go! What grace, what unparalled might!... Eh, looks blundering as heck. I bet they're feeling awkward now.*  
Spoiler (click to show/hide)

Page 1/124th Moonstone, 21

The Lunatic Cultist charges at The Hammerdwarf!  
The Lunatic Cultist misses The Hammerdwarf!  
The Lunatic Cultist collides with The Hammerdwarf!  
The Lunatic Cultist bounces backward!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is blocked!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is blocked!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is parried!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is blocked!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is parried!  
The Lunatic Cultist counterstrikes!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is blocked!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is blocked!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is blocked!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is parried!  
The Lunatic Cultist counterstrikes!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is parried!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is blocked!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is parried!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is parried!  
The Hammerdwarf stands up.  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is blocked!  
The Lunatic Cultist counterstrikes!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is blocked!  
The Lunatic Cultist bashes The Hammerdwarf in the left upper arm with his +steel mace+, lightly tapping the target!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is blocked!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is blocked!  
The Lunatic Cultist counterstrikes!  
The Lunatic Cultist misses The Hammerdwarf!  
The Lunatic Cultist attacks The Hammerdwarf but He jumps away!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is blocked!  
The Lunatic Cultist counterstrikes!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is parried!  
The Hammerdwarf bashes The Lunatic Cultist in the left upper arm with his <steel war hammer>, lightly tapping the target!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is parried!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is parried!  
The Lunatic Cultist counterstrikes!  
The Lunatic Cultist bashes The Hammerdwarf in the right hand with his +steel mace+, lightly tapping the target!  
The Hammerdwarf bashes The Lunatic Cultist in the upper body with his <steel war hammer>, lightly tapping the target!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is blocked!  
The Lunatic Cultist counterstrikes!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is blocked!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is blocked!  
The Lunatic Cultist bashes The Hammerdwarf in the left upper leg with his +steel mace+, lightly tapping the target!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is parried!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is blocked!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is parried!  
The Lunatic Cultist bashes The Hammerdwarf in the lower body with his +steel mace+, lightly tapping the target!  
The Hammerdwarf attacks The Lunatic Cultist but He jumps away!  
The Lunatic Cultist attacks The Hammerdwarf but He jumps away!  
The Lunatic Cultist bashes The Hammerdwarf in the left lower arm with his +steel mace+, lightly tapping the target!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is blocked!  
The Lunatic Cultist counterstrikes!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is parried!  
The Lunatic Cultist bashes The Hammerdwarf in the left upper arm with his +steel mace+, lightly tapping the target!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is blocked!  
The Lunatic Cultist counterstrikes!  
The Lunatic Cultist bashes The Hammerdwarf in the right upper leg with his +steel mace+, lightly tapping the target!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is parried!  
The Hammerdwarf counterstrikes!  
The Hammerdwarf bashes The Lunatic Cultist in the right lower leg with his <steel war hammer>, lightly tapping the target!  
The Hammerdwarf strikes at The Lunatic Cultist but the shot is blocked!  
The Lunatic Cultist counterstrikes!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is parried!  
The Lunatic Cultist strikes at The Hammerdwarf but the shot is blocked!  
The Hammerdwarf counterstrikes!  
→The Hammerdwarf strikes at The Lunatic Cultist but the shot is blocked!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2075.png.html)

Found a report on some "master thief" visiting our grounds recently. Really, was anything stolen? No? Then somebody might have made up all this "banshee ninjas" bullshit.

Spoiler (click to show/hide)

Page 1/2628th Moonstone, 215Dwarf Fortress

→the Banshee Master Thief Ousulle Laejyedurre is fighting!  
the Macedwarf 'Taupe' Nokgolnil is fighting!  
the Dwarven child Uucar Rerrasèrith is fighting!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2076.png.html)

Some guy went all secretive and started hauling shit to one of the mechanics workshop. Alright, I hope he makes something usable, at very least.

Spoiler (click to show/hide)

Adil Othilcatten, broker cancels Plant Seeds: Needs dimple cup spawn.  
Adil Othilcatten, broker withdraws from society...  
→Adil Othilcatten has claimed a Mechanic's Workshop.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2077.png.html)

He's got a like a ton o'materials over there. I wonder what he's making with two obsidian boulders.

Spoiler (click to show/hide)

Idlers: 2

Mechanic's Workshop

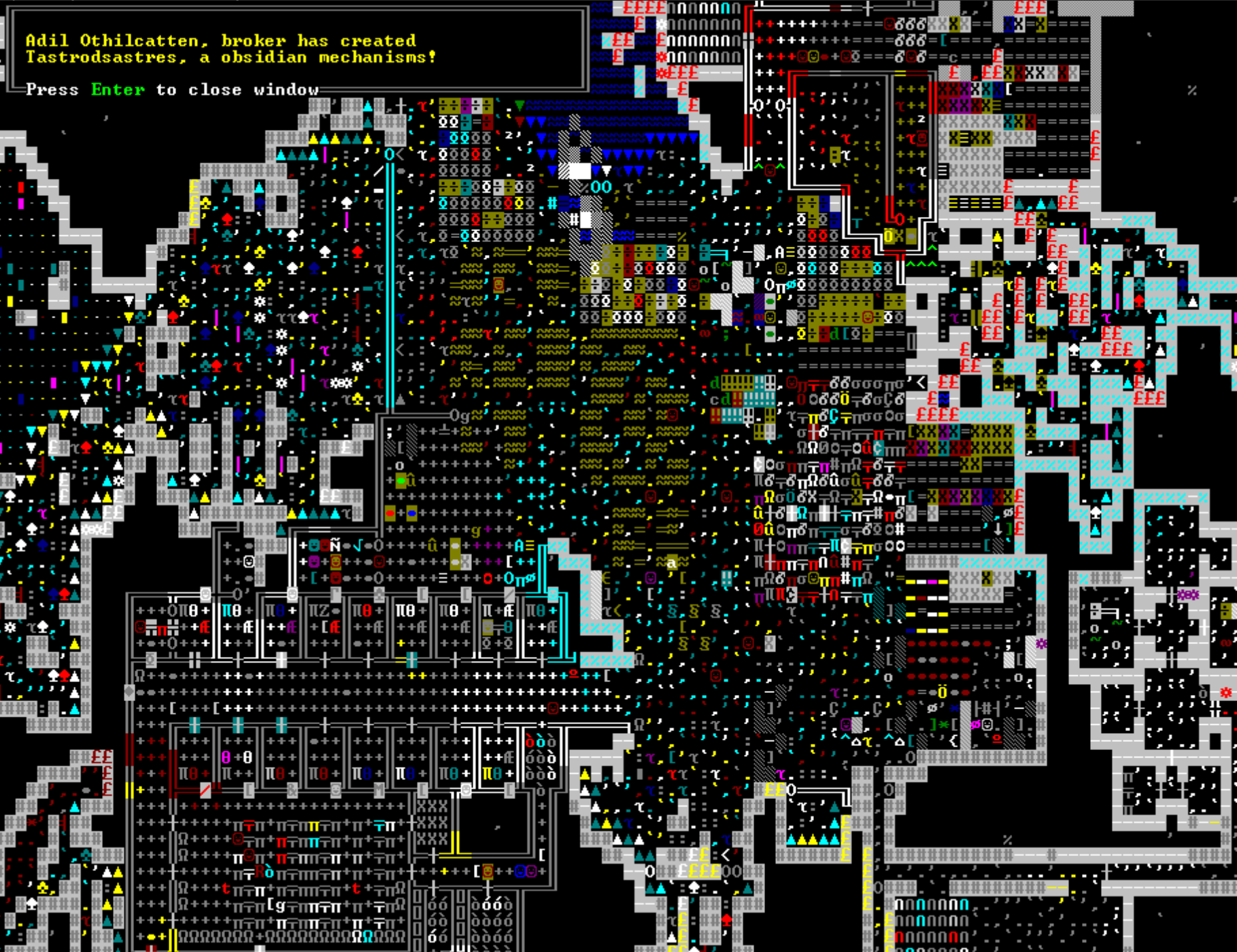
phyllite [B]  
obsidian TSK  
obsidian TSK  
cinnabar blocks TSK  
rough black opals TSK  
spore tree logs TSK  
goat leather TSK  
gold bars TSK  
fungiwood logs TSK  
<sheep wool cloth> TSK

f: Forbid d: Dump m: Melt  
Enter: View +-\*/: Select  
h: Hide  
ESC: Done

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2078.png.html)

Whoah, that's something neat. We could probably make a nice lever out of it and place it in king's bedroom.

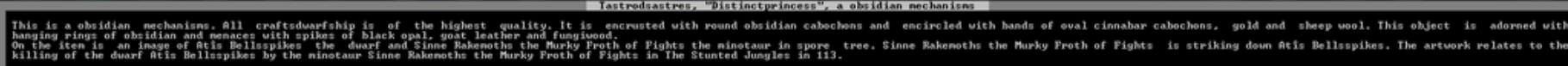
Spoiler (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2079.png.html>)

Again, even more minotaur-conducted atrocities. Do they really find it aesthetically beautiful? They probably do. Looks totally badass anyway.

Spoiler (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2080.png.html>)

More spawn are said to roam the depth... Who knows. Anyone's willing to find out if it's true or not? Stop spreading panic rumours, really.

Spoiler (click to show/hide)

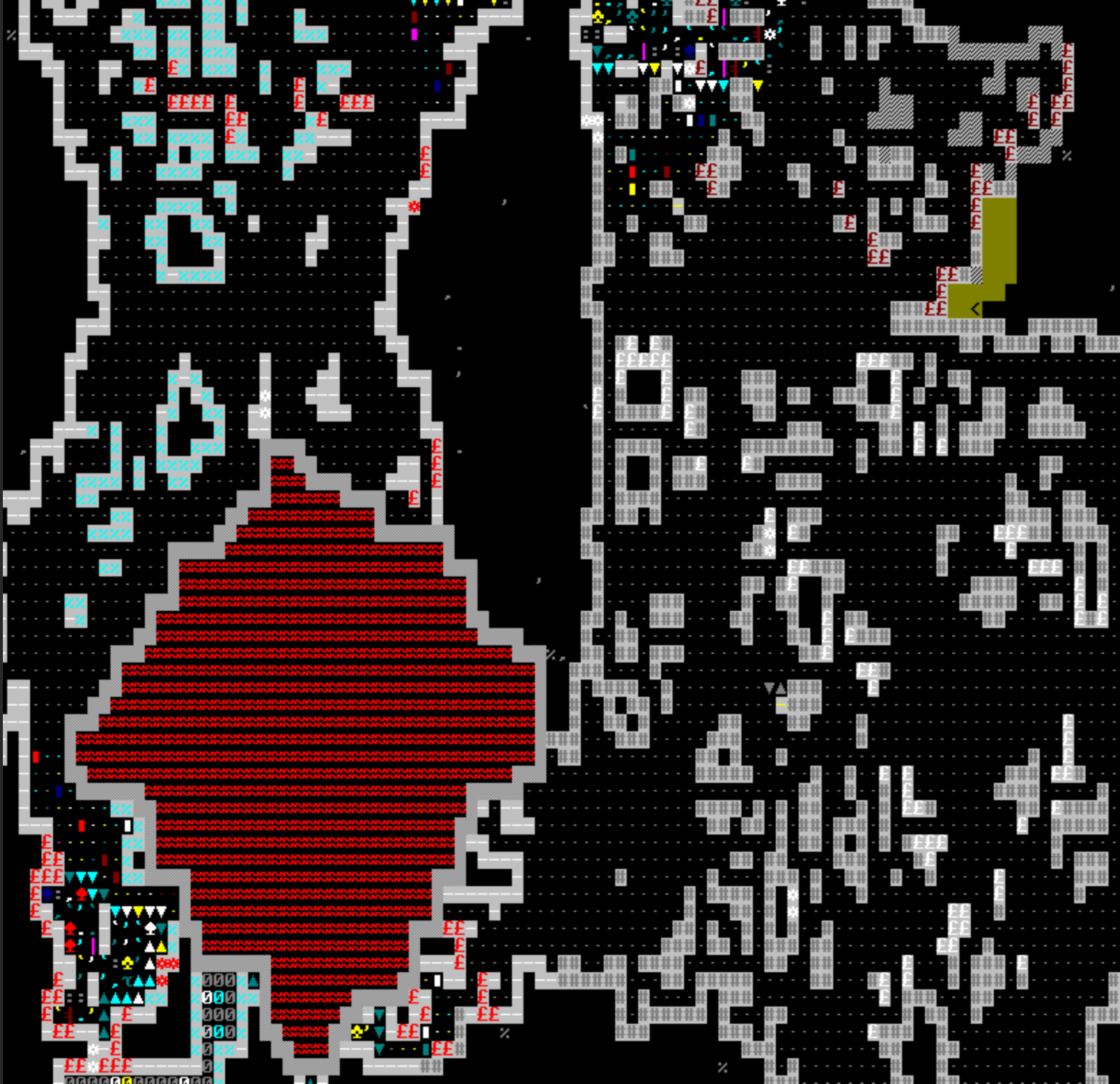


(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2081.png.html>)

It's time to prospect for more metals... Our militia's fully equipped with weapons, but we're short on proper steel armor. Gotta did for more iron ore.

Spoiler (click to show/hide)





(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2082.png.html>)

There it is. Hematite, we do need more of it. Keep searching!

[Spoiler](#) (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2083.png.html>)

Oh, uh... I dunno how this happened. Let's butcher it.

[Spoiler](#) (click to show/hide)

Page 2/211th Obsidian, 215Dwarf Fortress

Adil Othilcatten, broker cancels Plant Seeds: Needs plump helmet spawn.  
Adil Othilcatten, broker cancels Plant Seeds: Needs plump helmet spawn.  
Adil Othilcatten, broker cancels Plant Seeds: Needs plump helmet spawn.  
Zaneg Irerush, Planter cancels Plant Seeds: Needs plump helmet spawn.  
Olon Loloketar, Farmer cancels Plant Seeds: Needs plump helmet spawn.  
Adil Othilcatten, broker cancels Plant Seeds: Needs plump helmet spawn.  
Litast Bomrekdodók has become a hammerer.  
Litast Bomrekdodók, hammerer cancels Smelt native gold Ore: Handling dangerous creature.  
Thikut Uumomdodók, Miner cancels Collect Webs: Needs 10 undisturbed thread.  
Adil Othilcatten, broker cancels Plant Seeds: Needs plump helmet spawn.  
Thikut Uumomdodók, Miner cancels Collect Webs: Needs 10 undisturbed thread.  
→The Stray Reindeer Calf <Tame> has starved to death.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2084.png.html)

Huh, you want to keep it? Sure, whatever. At least, he's not bent on "polishing his Woody" like some military dudes in training are.

Spoiler (click to show/hide)

Adil Othilcatten, broker cancels Plant Seeds: Needs plump helmet spawn.  
'DoleusDolosus' óriden, Lunatic Cultist has grown attached to a steel  
→shield!  
A cloud of seething mist has drifted nearby!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2085.png.html)

Populace's rising steadily. Good to hear that.

Spoiler (click to show/hide)

Erib Åkumamost, His Gaudiness has imposed a ban on certain exports.  
→Degël idathrigòth, Leatherworker has given birth to a girl.  
Degël idathrigòth, Leatherworker cancels Eat: Seeking infant.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2086.png.html)

What? Someone's fighting the fisherdude again? Let me check this out... Oh no.

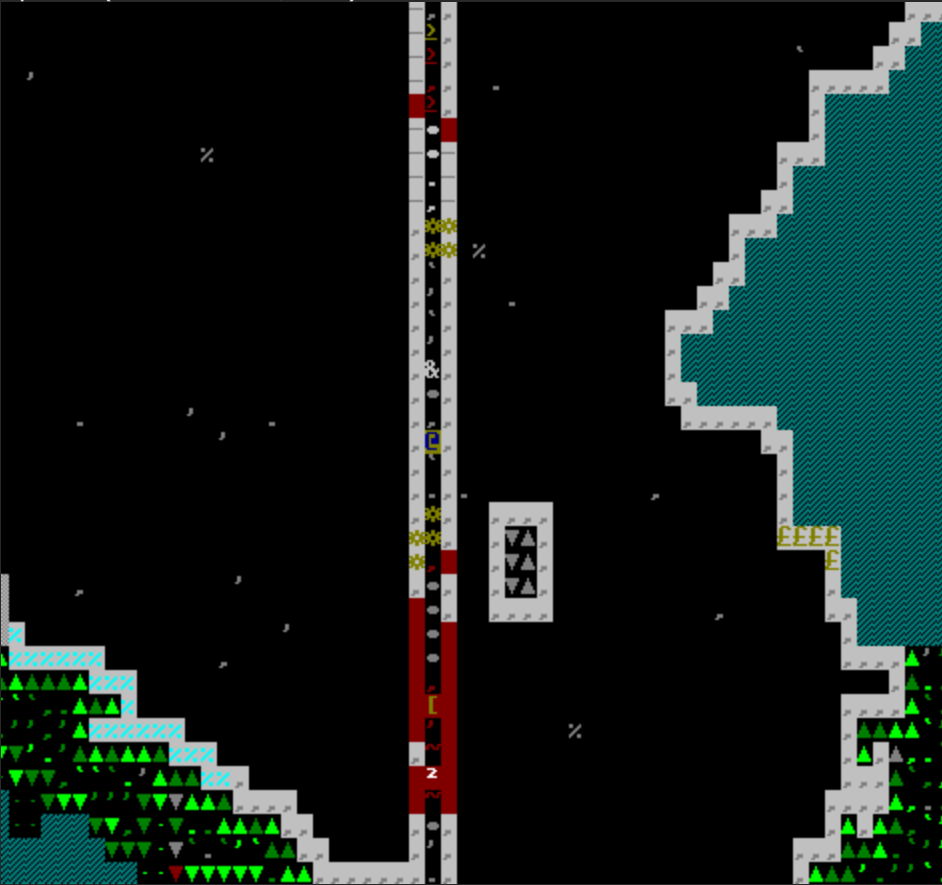
Spoiler (click to show/hide)

Adil Othilcatten, broker cancels Plant Seeds: Needs plump helmet spawn.  
Adil Othilcatten, broker cancels Plant Seeds: Needs plump helmet spawn.  
→An ambush! Curse them!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2087.png.html)

Oh no. OH NO!

Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2088.png.html)

Wait, more are coming?

FUCK. ME.

Spoiler (click to show/hide)

| Dwarf Fortress                                  |                     |
|-------------------------------------------------|---------------------|
| Citizens <62>                                   | Pets/Livestock <39> |
| Others <71>                                     | Dead/Missing <2099> |
| Ilral Zulkankunon, Holistic Spawn Wrestler      | Invader             |
| Asob Megoblorban, Holistic Spawn Wrestler       | Invader             |
| Dostust Mondûlagseth, Holistic Spawn Wrestler   | Invader             |
| Mosus Kodëzum, Holistic Spawn Wrestler          | Invader             |
| Lokum Ezostarban, Holistic Spawn Wrestler       | Invader             |
| Kel Mishosast, Holistic Spawn Wrestler          | Invader             |
| Iden Kacothsazir, Holistic Spawn Wrestler       | Invader             |
| Thikut Nalthishdodók, Holistic Spawn Wrestler   | Invader             |
| Lolor Delerrithzâm, Holistic Spawn Wrestler     | Invader             |
| Askak Delethtorir, Holistic Spawn Wrestler      | Invader             |
| Ushang Râlukrâsh, Holistic Spawn Wrestler       | Invader             |
| Athel Asizngumrash, Holistic Spawn Wrestler     | Invader             |
| Aban Kafâsheddud, Holistic Spawn Wrestler       | Invader             |
| Goden Ilromlur, Holistic Spawn Wrestler         | Invader             |
| Greater Spawn                                   | Underworld          |
| Bugbat                                          | Wild Animal         |
| Bugbat                                          | Wild Animal         |
| Bugbat                                          | Wild Animal         |
| Onget Kudustmedtob, Dwarf Fish Dissector mutant | Opposed to life     |
| Sethal Azmolbisek, Forgotten Beast              | Uninvited Guest     |
| Utes Ummusest, Forgotten Beast                  | Uninvited Guest     |
| Giant Bat                                       | Wild Animal <Caged> |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2089.png.html)

Gah, they're filling up the corridor! Fisherguy's got smashed real fast, they're feasting on his corpse. WHAT DO WE DO NOW?!

Spoiler (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2090.png.html>)

*I know! We're training... The militia... A lot. Fuck!*

[Spoiler](#) (click to show/hide)

Page 1/26

2nd Granite, 216

Dwarf Fortress

→the Axedwarf Mebzuth Berorstist is sparring.

the Lunatic Cultist 'DoleusDolosus' oriden is sparring.

the Swordsdwarf Atis Nagushlorbam is sparring.

the Hammerdwarf 'imic' Askatthir is sparring.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%2091.png.html>)

*Well, that doesn't bother me anyway. It's the second of Granite, 2016, and you know what it means. Yeat, it means that my tour of duty has ended, so I don't have to take care of all that shit any more. Now I'm finding my successor, telling them the good news and getting myself a mug of plump helmet mulled wine. Yeah, sounds good enough.*

[OOC: Uploading the save real soon.

Update: Here it is.

<http://dffd.bay12games.com/file.php?id=11929>]

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Crashmaster** on **April 09, 2016, 08:30:52 pm**

Wait, what? So was the now-expired-mutant-ex-fisherdwarf's hallway open to the fort and the surface this whole time? Or are we worried about constant screams from banshees entrenched out of reach of our never-in-control-anyways spawn army?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 09, 2016, 11:29:00 pm**

The banshee's screams should be a non-issue now that we have 60 dwarves. They'll definitely cripple us, but good management should prevent the fortress from stalling completely.

I *think* Mon said that they (??? it occurs to me that I'm not actually sure of Monitor Lisard's gender) closed the gates and the fisherdwarf was just lingering in an outer tunnel or something. The Spawn might have just been heading into the tunnel to pick him off, Armok willing.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **April 09, 2016, 11:31:14 pm**

[Quote from: Mr Frog on April 09, 2016, 11:29:00 pm](#)

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I'm fairly certain lizards can switch sex to fill in whichever gender demographic is lacking on the forums. I learned this from jurassic park.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 10, 2016, 02:59:42 am**

[Quote from: Mr Frog on April 09, 2016, 11:29:00 pm](#)

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Spoiler: The secret of ML's real gender and identity. Do not open this in case you're secretly in love with me. Or, well, do whatever you will. (click to show/hide)  
\*emits masculine sounds\*

It occurs that no matter how stubbornly I'm asking to be dwarfed as a male, they kept giving me gurls to play with. So, I decided not to bother too much and try to roleplay within my journal entries/writeups without crossdressing issues (which are found plenty in some classic succession forts).

(So, Taupe's theory is somewhat close to the truth)

Concerning the tunnel, it was sealed by Flame with a solid stone wall, but the invaders keep lurking inside, far from the reach zone of the Greater Spawn (who do not care even).

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Lolfail0009** on **April 10, 2016, 04:58:46 am**

Wunderbar, two mysteries solved

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 12, 2016, 05:02:03 pm**

Sorry I vanished for a bit, dudes -- was really tired for the past couple days. Gonna send Taupe a PM shortly.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **April 12, 2016, 06:40:54 pm**

Quote from: Mr Frog on April 12, 2016, 05:02:03 pm  
Sorry I vanished for a bit, dudes -- was really tired for the past couple days. Gonna send Taupe a PM shortly.

Im here. I just don't really have access to my own stuff right now. The only thing worse than fire is bureaucracy.

Not only did my clothes burn, but the team that took our belongings to clean them three weeks ago hasn't started cleaning them. Because they lack the required autorisatiin... to clean blankets...?

One team was to tear down the walls but they bailed because they lacked the proper access from another branch of insurance. When they finally took these walls down, they complained shortly after that the cleanup team did a messy job because they didnt clear they inside of the walls. The cleanup occured weeks ago, and you took the wall down half an hour ago, dimwit, maybe thats why.

This is such a clusterfuck...

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 12, 2016, 08:23:38 pm**

Quote from: Taupe on April 12, 2016, 06:40:54 pm  
Quote from: Mr Frog on April 12, 2016, 05:02:03 pm  
Sorry I vanished for a bit, dudes -- was really tired for the past couple days. Gonna send Taupe a PM shortly.  
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This is such a clusterfuck...

Oh, shit, sorry, I had actually forgotten about everything that happened. No idea how. Sorry :( Should I go ahead and PM Dolosus then?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **April 13, 2016, 02:24:01 pm**

I can pick up the save in a couple of days. I'm on vacation right now, so I'd rather spend some time with my family.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic** on **April 14, 2016, 12:49:54 am**

Quote from: Taupe on April 12, 2016, 06:40:54 pm  
Quote from: Mr Frog on April 12, 2016, 05:02:03 pm  
Sorry I vanished for a bit, dudes -- was really tired for the past couple days. Gonna send Taupe a PM shortly.  
Im here. I just don't really have access to my own stuff right now. The only thing worse than fire is bureaucracy.  
  
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One team was to tear down the walls but they bailed because they lacked the proper access from another branch of insurance. When they finally took these walls down, they complained shortly after that the cleanup team did a messy job because they didnt clear they inside of the walls. The cleanup occured weeks ago, and you took the wall down half an hour ago, dimwit, maybe thats why.  
  
This is such a clusterfuck...

Hang on, did taupe's house burn down? If so when did he mention it first? Also, i'm very, very sorry to hear that your house has burned down, or whatever happened.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 14, 2016, 01:22:04 am**

I believe it was his basement, not the whole house.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **April 14, 2016, 11:05:28 am**

Just the basement, but my room and the living room are there. The fire itself didnt affect too many rooms (two) but there was a fuckton of smoke and we have to replace mostly every wall, since the whole floor is basically soaked black. People are tearing apart my bedroom to replace them as I type this.

The damage isnt too great but neither is the efficiency of the workers, contractors, or insurance agents dispatched to our case. Imagine looking at unskilled dwarven kids picking up construction job for a whole house. They are very slow, very confused, anything will interrupt their task... Sometimes a mysterious bug prevents a task from being done. Or they give up to get a drink, or because of pathfinding issue.

Oh did you think I was joking getting a drink? Yesterday a bunch of maintenance girls showed up for vacuming. They didnt have bags for the vacuum cleaner ( which is a major oversight when you are a vacuum operator) so they left for an hour. As soon as they return from the hour long bag grabing trip, they re-leave for another hour to grab a coffee. Im not payung for them as insurances are covering the whole thing, but thst also means I have no control over who does what when.

TLDR: Part of the basement burned, most of the basement must be replaced, we are fine and healthy, but incompetence and bureaucracy are bringing progress to a crawl.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 16, 2016, 11:57:49 pm**

So, um, quick update:

This thread isn't dead. Yet. In light of Taupe's lamentable situation Dolosus (or anyone else should he not be willing to step up) is free to take the save whenever it happens to be convenient for them. I'm loathe to remove Taupe from the turn list considering all the hype his signing up generated, but if it's really that bad on his end then I'm not sure if I really want to dump yet another potential stressor onto him.

Barring all that, standard "oh shit we're out of players" protocols apply should nobody volunteer. Wait a few weeks, give the fort an official ending if no takers, blah blah blah.

I'm really sorry to hear all of that, Taupe. It sounds like a real mess.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **April 17, 2016, 09:52:09 am**

Shit Taupe, I'm really sorry to hear about all of that. Best wishes with the reconstruction, and I hope that all of the workers spontaneously get in order.

Anyways, I can pick up the save and start playing tomorrow.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **April 18, 2016, 07:32:25 pm**

Erm, we have a bit of a problem.

When I play DF, I usually use my laptop. So I was overseeing the fort and had made it about two months in when I noticed I was on low battery. Now this is odd, because my laptop is most surely plugged into the wall via the charger. I check the cord's power adapter and... the fuse has gone out. Lovely. At the most optimistic view, the new adapter won't arrive at my house for about a week. I can't play with my desktop because it can only play DF at single-digit fps due to it being really really old. Essentially, this means I can't play DF for a week at the very least.

tl;dr version: My computer broke.

Sorry guys, I have to throw in the towel.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 18, 2016, 07:43:06 pm**

Quote from: DolosusDoleus on April 18, 2016, 07:32:25 pm

Erm, we have a bit of a problem.

When I play DF, I usually use my laptop. So I was overseeing the fort and had made it about two months in when I noticed I was on low battery. Now this is odd, because my laptop is most surely plugged into the wall via the charger. I check the cord's power adapter and... the fuse has gone out. Lovely. At the most optimistic view, the new adapter won't arrive at my house for about a week. I can't play with my desktop because it can only play DF at single-digit fps due to it being really really old. Essentially, this means I can't play DF for a week at the very least.

tl;dr version: My computer broke.

Sorry guys, I have to throw in the towel.

What I'm getting from this is that we may or may not have now killed our second computer

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheBiggerFish** on **April 18, 2016, 07:51:55 pm**

We killed a power brick, not an entire computer...

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 18, 2016, 07:53:28 pm**

Quote from: TheBiggerFish on April 18, 2016, 07:51:55 pm

We killed a power brick, not an entire computer...

shhhh

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Splint** on **April 18, 2016, 09:05:59 pm**

Quote from: TheBiggerFish on April 18, 2016, 07:51:55 pm

We killed a power brick, not an entire computer...

For intents and purposes, that means the score is still Clobbermountains: 2. Computers: 0

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 18, 2016, 10:55:19 pm**

Quote from: Splint on April 18, 2016, 09:05:59 pm

Quote from: TheBiggerFish on April 18, 2016, 07:51:55 pm

|                                                                                           |
|-------------------------------------------------------------------------------------------|
| We killed a power brick, not an entire computer...                                        |
| For intents and purposes, that means the score is still Clobbermountains: 2. Computers: 0 |

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic** on **April 19, 2016, 04:20:31 am**

I would help with this, but i have heaps and heaps of sh\*t that needs getting done. Call me on... June.3

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 19, 2016, 04:56:58 am**

\*Sighs\*

Shall I continue with my administration?

Or do we give it a proper ending instead?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **April 19, 2016, 07:37:37 am**

This is a slow period. As soon as June starts people will be pooring to every succession fort they can find to get a turn. Just give it time. I wanna see where this goes.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Crashmaster** on **April 19, 2016, 11:47:42 am**

Agreed.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 19, 2016, 12:25:48 pm**

|                                                           |
|-----------------------------------------------------------|
| Quote from: Monitor Lisard on April 19, 2016, 04:56:58 am |
| *Sighs*                                                   |
| Shall I continue with my administration?                  |
| Or do we give it a proper ending instead?                 |

8}

Don't tempt me.

|                                                                                                                                                                            |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Quote from: Taupe on April 19, 2016, 07:37:37 am                                                                                                                           |
| This is a slow period. As soon as June starts people will be pooring to every succession fort they can find to get a turn. Just give it time. I wanna see where this goes. |

Probably, although I'm not sure the fort can stay relevant for two entire months without activity (although Spearbreakers ended three years ago and still gets necro'd occasionally, so)

E: Although I think a big problem is probably that people don't want to reinstall and reconfigure 34.11 for *one* succession fort :V I think we coasted by for a while since at the time this thread started the then-current version still had serious issues with sieges and other features so a lot of people still had 34.11 lying around as a backup, but I don't think that's the case anymore.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **April 19, 2016, 12:31:28 pm**

To be fair I moved my vacations to May, to unwind after all this mess. Unless something horrible happens, I do plan to take a turn then, since I have nothing planned but to stay home snd enjoy the integrity of said home. Whether or not I just jinxed it by typing this is still up in the air.

Nothing says "my home is safe and not on fire" like making sure the dwarves' home ie unsafe and on fire.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 19, 2016, 12:47:13 pm**

|                                                                                                          |
|----------------------------------------------------------------------------------------------------------|
| Quote from: Taupe on April 19, 2016, 12:31:28 pm                                                         |
| Nothing says "my home is safe and not on fire" like making sure the dwarves' home ie unsafe and on fire. |

A heartwarming ending to the Exploding Dryer Saga.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 19, 2016, 12:51:32 pm**

|                                                           |
|-----------------------------------------------------------|
| Quote from: Mr Frog on April 19, 2016, 12:25:48 pm        |
| Quote from: Monitor Lisard on April 19, 2016, 04:56:58 am |
| *Sighs*                                                   |
| Shall I continue with my administration?                  |
| Or do we give it a proper ending instead?                 |
| 8}                                                        |
| Don't tempt me.                                           |

Eh? You mean, you were thinking of... Ending this mess?

Or letting me rule it into the ground again?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 19, 2016, 12:54:32 pm**

|                                                           |
|-----------------------------------------------------------|
| Quote from: Monitor Lisard on April 19, 2016, 12:51:32 pm |
| Quote from: Mr Frog on April 19, 2016, 12:25:48 pm        |
| Quote from: Monitor Lisard on April 19, 2016, 04:56:58 am |



\*Sighs\*

Shall I continue with my administration?

Or do we give it a proper ending instead?

8}

Don't tempt me.

Eh? You mean, you were thinking of... Ending this mess?

Or letting me rule it into the ground again?

The latter. But tbh I think making someone take consecutive turns would be rather rude ("HEY COULD YOU BUST YOUR ASS PLAYING AND WRITING FOR ANOTHER WEEK AFTER YOU JUST GOT FINISHED???? KTHX") and kinda defeat the purpose of a succession game.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Monitor Lisard** on **April 19, 2016, 01:11:56 pm**

@Mr Frog

It makes sense. Especially since I have to finish my report real soon. However, for the purpose of recreation...

I'm still choosing between drawing a comic which no-one reads and continuing my turn in a fort which's been semi-active for quite a while. But yeah, having someone play it constantly does not go well with the idea of a succession game.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Mr Frog** on **April 19, 2016, 01:28:46 pm**

Quote from: Monitor Lisard on April 19, 2016, 01:11:56 pm

@Mr Frog

It makes sense. Especially since I have to finish my report real soon. However, for the purpose of recreation...

I'm still choosing between drawing a comic which no-one reads and continuing my turn in a fort which's been semi-active for quite a while. But yeah, having someone play it constantly does not go well with the idea of a succession game.

Go with the comic, dude. I'm honestly astounded by how much your artwork's improved since you started it

wait a second lemme bring up some old art of yours

Spoiler: [Compare this...](#) (click to show/hide)



Spoiler: [...To this](#) (click to show/hide)



Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 19, 2016, 01:35:12 pm**

Well thanks, though I can't really say the second one is too good, even for a doodle.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 19, 2016, 01:43:04 pm**

Quote from: Monitor Lisard on April 19, 2016, 01:35:12 pm  
Well thanks, though I can't really say the second one is too good, even for a doodle.

Well compared to the first...

- > Lines much, **much** cleaner and weighted properly for emphasis and clarity
- > Distinct shapes and anatomy, particularly in the face and hands; hair has visible structure to it instead of being a nondescript nebula
- > Better-composed in general, in such a way as to enhance the impact of the image
- > Better sense of lighting and shadow
- > Facial expression MUCH better executed (this is important to me, I can forgive so many flaws in a drawing as long as I get a good sense of emotion from it)

don't self-deprecate around me bro, it just makes me more powerful

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **April 19, 2016, 02:14:05 pm**

Quote from: Mr Frog on April 19, 2016, 01:43:04 pm  
[Spoiler: Extremely helpful information](#) (click to show/hide)  
Quote from: Monitor Lisard on April 19, 2016, 01:35:12 pm  
Well thanks, though I can't really say the second one is too good, even for a doodle.

Well compared to the first...

- > Lines much, **much** cleaner and weighted properly for emphasis and clarity
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don't self-deprecate around me bro, it just makes me more powerful

Hey, that review of yours is really helpful, now I have a clearer picture of what I can do to improve my stuff. I guess, that makes an artist - you use reference, draw a lot and compare the results.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **April 19, 2016, 02:17:21 pm**

This is the longest currently-running succession fort and it would be a shame to end that streak.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 19, 2016, 02:47:20 pm**

Quote from: TheFlame52 on April 19, 2016, 02:17:21 pm

This is the longest currently-running succession fort and it would be a shame to end that streak.

Well, now that we have a concrete time at which Taupe can probably start his turn I feel a lot better. We can probably keep on trucking for a few more months at least. **E:** Particularly because Taupe's turns are generally hype as fuck and the mere prospect of them instantly generates a massive spike in interest.

I just find it funny how much the fort has changed in the past 9ish months since its creation.

Then: Lore-heavy story fort with lots of side stories and characterisation  
Now: AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **April 19, 2016, 02:50:41 pm**

I feel like the fort would be a lot different if the mutants were actually worth something instead of making units less powerful. We could use mutants as a disposable military.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 19, 2016, 02:58:52 pm**

Quote from: TheFlame52 on April 19, 2016, 02:50:41 pm  
I feel like the fort would be a lot different if the mutants were actually worth something instead of making units less powerful. We could use mutants as a disposable military.

I'm not even sure what the hell happened with the mutants, I tested them in Arena Mode and a single armored mutant soldier could fight off like 10 normal similarly-armed soldiers singlehandedly. Perhaps that was just a hallucination.

E: Right, I forgot to add NOFEAR. That'll do it

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **April 19, 2016, 03:13:33 pm**

What if instead of letting the migrants in, we put them in squads. We unforbid some of the weapons and armor on the surface and have the recruits go pick them up. Then we make them walk into the nearest cloud.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**  
Post by: **Monitor Lisard** on **April 19, 2016, 03:25:48 pm**

Quote from: Splint on July 18, 2015, 11:01:45 pm  
Did anyone else have a realization along the line of "Did we just plan to make some sort of Auschwitz camp to make zombie mutant attack dogs?"  
Or was that just me?

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**  
Post by: **Mr Frog** on **April 19, 2016, 03:50:40 pm**

Quote from: TheFlame52 on April 19, 2016, 03:13:33 pm  
What if instead of letting the migrants in, we put them in squads. We unforbid some of the weapons and armor on the surface and have the recruits go pick them up. Then we make them walk into the nearest cloud.

This... actually seems semi-workable.

Quote from: Monitor Lisard on April 19, 2016, 03:25:48 pm  
Quote from: Splint on July 18, 2015, 11:01:45 pm  
Did anyone else have a realization along the line of "Did we just plan to make some sort of Auschwitz camp to make zombie mutant attack dogs?"  
Or was that just me?

IT'S HAPPENING

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **April 19, 2016, 04:51:01 pm**

At the same time we need to stabilize the underground and get the population at least out of decline. Fulfilling the king's mandates is a must. Also, we need to make more steel and maybe train one squad.

Crossbows and fortifications are our friend and I'm not sure why that hasn't been used on the unmoving Greater Spawn. Do they have a projectile attack or something?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 19, 2016, 05:13:03 pm**

Quote from: TheFlame52 on April 19, 2016, 04:51:01 pm  
Crossbows and fortifications are our friend and I'm not sure why that hasn't been used on the unmoving Greater Spawn. Do they have a projectile attack or something?

FUKCING

Sort of. They have a scream attack that can instantly mutate a dwarf into a Holistic Spawn, and since it'd take quite a few bolts before one manages to get a lucky shot at the heart they'd have a lot of time to turn the bowdwarves. Still, *I cannot fucking believe* that nobody's at least tried that yet :V We're all idiots in here apparently.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **April 19, 2016, 06:58:31 pm**

I would've tried it if I hadn't been busy just trying to stay above water in this madhouse.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **April 19, 2016, 07:32:35 pm**

Lets try some fucking catapults.  
  
It will work. Ive read Syrupleaf.



Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 19, 2016, 07:36:06 pm**

Quote from: Taupe on April 19, 2016, 07:32:35 pm

Lets try some fucking catapults.  
  
It will work. Ive read Syrupleaf.

The difference being, unfortunately, that Syrupleaf was played in a version in which siege engines were stronger than a foam bat

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **April 19, 2016, 07:44:50 pm**

Hum.Greater spawn aee very fond of material wares. I say we design EXACTLY one catapult and deliver iy on the surface, disguised as s pair of giant trousers. Then ee let the demon slaughter each other for ownership.

This would also work with a non-capapult pair of giant trousers.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **April 19, 2016, 09:34:13 pm**

Just a quick question: are the greater spawn immune to the mutant-clouds? Because if they aren't, and if we found a way to somehow get them all in a cloud, all we'd have to do is wait a year and then BAM! No more greater spawn.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **April 19, 2016, 10:09:42 pm**

Quote from: DolosusDoleus on April 19, 2016, 09:34:13 pm

Just a quick question: are the greater spawn immune to the mutant-clouds? Because if they aren't, and if we found a way to somehow get them all in a cloud, all we'd have to do is wait a year and then BAM! No more greater spawn.

As demons they are immune to basically anything but massive blunt trauma to the heart.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 19, 2016, 10:29:05 pm**

And on top of that, the death is from suffocation due to massive organ failure, so even if we could mutantify the GS they wouldn't actually die and we'd just end up cowering in eternal terror from even bigger, nastier demons than we were before. Which I suppose could be seen as an improvement, from a certain point of view.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Crashmaster** on **April 20, 2016, 01:15:44 am**

Build a webbed cage trap room that could harvest the might of the SEVEN FORGOTTEN BEASTS ON THIS ONE TILE. Get them and the locked-up ones near base camp and move them up to the surface to work on the Greater Spawn. We could xbow/fartifications them later.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 20, 2016, 01:49:33 am**

Quote from: Crashmaster on April 20, 2016, 01:15:44 am

Build a webbed cage trap room that could harvest the might of the SEVEN FORGOTTEN BEASTS ON THIS ONE TILE. Get them and the locked-up ones near base camp and move them up to the surface to work on the Greater Spawn. We could xbow/fartifications them later.

BRILLIANT

I think we could definitely exploit webs+cage traps to clear out the old fort, at the very least. Box the bastards away and then shove them in the back of the cupboard with the +electric knife+

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Lolfail0009** on **April 20, 2016, 06:46:09 am**

If we can't win with brute force! If we can't win with strategy! If we can't win with honour!  
WE WILL WIN WITH CHEAP TRICKS!

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 21, 2016, 11:39:53 pm**

Quote from: Lolfail0009 on April 20, 2016, 06:46:09 am

If we can't win with brute force! If we can't win with strategy! If we can't win with honour!  
WE WILL WIN WITH CHEAP TRICKS!

Isn't this basically how DF is generally played though

or have I been doing it wrong this whole time

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Lolfail0009** on **April 22, 2016, 06:03:12 am**

Quote from: Mr Frog on April 21, 2016, 11:39:53 pm

Quote from: Lolfail0009 on April 20, 2016, 06:46:09 am

If we can't win with brute force! If we can't win with strategy! If we can't win with honour!  
WE WILL WIN WITH CHEAP TRICKS!

Isn't this basically how DF is generally played though

or have I been doing it wrong this whole time

Yes.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Puzzlebark** on **April 22, 2016, 07:42:32 am**

May I have a dwarf and a turn? The dwarf calls himself "The Puzzler" and is a stonecrafter. If there are no stonecrafters available, any civilian job will do.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog on April 22, 2016, 02:01:01 pm**

Quote from: Lolfail0009 on April 22, 2016, 06:03:12 am

Quote from: Mr Frog on April 21, 2016, 11:39:53 pm

Quote from: Lolfail0009 on April 20, 2016, 06:46:09 am

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Isn't this basically how DF is generally played though

or have I been doing it wrong this whole time

Yes.

So my brilliant plan to kill HFS by dropping a giant slab of granite on them (or as I called it "the ACME solution") was not in fact how the game is supposed to be played?

Quote from: Puzzlebark on April 22, 2016, 07:42:32 am

May I have a dwarf and a turn? The dwarf calls himself "The Puzzler" and is a stonecrafter. If there are no stonecrafters available, any civilian job will do.

Eeyup.

E: Also, it occurs to me that I have absolutely no idea which dwarves have been dorfed or not, which kind of defeats the purpose of the dorfing list...

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard on April 22, 2016, 04:05:11 pm**

Quote from: Mr Frog on April 22, 2016, 02:01:01 pm

Quote from: Lolfail0009 on April 22, 2016, 06:03:12 am

Quote from: Mr Frog on April 21, 2016, 11:39:53 pm

Quote from: Lolfail0009 on April 20, 2016, 06:46:09 am

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or have I been doing it wrong this whole time

Yes.

So my brilliant plan to kill HFS by dropping a giant slab of granite on them (or as I called it "the ACME solution") was not in fact how the game is supposed to be played?

Please, somebody, set anvil production on repeat.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe on April 22, 2016, 05:07:22 pm**

I once came close to killing a FB by dumping an anvil thirty z's on it. Sadly I missed.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Lolfail0009 on April 23, 2016, 03:20:15 am**

Quote from: Mr Frog on April 22, 2016, 02:01:01 pm

Quote from: Lolfail0009 on April 22, 2016, 06:03:12 am

Quote from: Mr Frog on April 21, 2016, 11:39:53 pm

Quote from: Lolfail0009 on April 20, 2016, 06:46:09 am

If we can't win with brute force! If we can't win with strategy! If we can't win with honour!  
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Isn't this basically how DF is generally played though

or have I been doing it wrong this whole time

Yes.

So my brilliant plan to kill HFS by dropping a giant slab of granite on them (or as I called it "the ACME solution") was not in fact how the game is supposed to be played?

Correct  
But then again, what's the fun in playing games the way they're supposed to be played~? ~~she says as she designs a strategy game in which intentionally doing the wrong thing will get your entire army killed~~

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog on April 23, 2016, 09:33:09 pm**

Quote from: Lolfail0009 on April 23, 2016, 03:20:15 am

Quote from: Mr Frog on April 22, 2016, 02:01:01 pm

Quote from: Lolfail0009 on April 22, 2016, 06:03:12 am

Quote from: Mr Frog on April 21, 2016, 11:39:53 pm

Quote from: Lolfail0009 on April 20, 2016, 06:46:09 am

If we can't win with brute force! If we can't win with strategy! If we can't win with honour!  
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or have I been doing it wrong this whole time

Yes.

So my brilliant plan to kill HFS by dropping a giant slab of granite on them (or as I called it "the ACME solution") was not in fact how the game is supposed to be played?

Correct  
But then again, what's the fun in playing games the way they're supposed to be played~? ~~she says as she designs a strategy game in which intentionally doing the wrong thing will get your entire army killed~~

I was about to make a snarky comment along the lines of "lol dumbass we already have that it's called Fire Emblem"... but then I realised that I'm currently making a game that can be summed up as "Earthbound except poorly-made and with a different battle system and a

tumblr-friendly protagonist" so I really don't have the right to criticise others for redundant concepts particularly since the whole "quirky indie game that takes numerous stylistic cues from Earthbound" genre has basically been won now; love it or hate it, Undertale was the 900-megaton nuke that ended the battle and latecomers like me may as well pack up and go home

ANYWAYS

I lost track of what was happening here due to a combination of illness and stupidity, but I finally figured out that Dolosus had in fact cancelled his turn! Gonna send Puzzlebark a PM shortly.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Tablen Arue** on **April 23, 2016, 10:42:31 pm**

I've only just started reading this story and I must say, this is already hilarious and fun in all of its meanings.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Puzzlebark** on **April 23, 2016, 11:25:25 pm**

Alright, my turn is up! Downloading the save file...  
  
Oh, yeah. I don't know how to get the save into my game. Help, anyone?  
  
EDIT: I'm an idiot. I forgot this was a 34.11 fort. Silly me!

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 24, 2016, 12:50:33 am**

Quote from: Puzzlebark on April 23, 2016, 11:25:25 pm  
Alright, my turn is up! Downloading the save file...  
  
Oh, yeah. I don't know how to get the save into my game. Help, anyone?  
  
EDIT: I'm an idiot. I forgot this was a 34.11 fort. Silly me!

Unzip the contents of the .zip into DF's save folder (under data). Make sure that the save isn't accidentally put into its own subfolder (what I call "nesting folder syndrome").

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Puzzlebark** on **April 24, 2016, 12:57:24 am**

**1st Granite, 216**

So, I guess I'm the new overseer. The election of a new overseer every year has been a tradition that's been around since this ~~dump~~ fort was founded. I wouldn't call myself a good leader. Far from it, actually, so I have no idea why I was chosen to be the next Overseer. Whatever, this will be a way better job than making rock scepters all day and all night. I guess the first thing I should do is see what's going on around the fort. Oh yeah, you can call me The Puzzler. Why? I just think it sounds cool. The other dwarves think I'm weird, but who cares what they think, right?

The image you are requesting does not exist or is no longer available.  
  
imgur.com

Hold up, why the fuck are there four Forgotten Beasts in this one area?

The image you are requesting does not exist or is no longer available.  
  
imgur.com

Jesus christ, there's demons and blood everywhere. So this is why the previous overseers sealed us underground...

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imgur.com

The image you are requesting does not exist or is no longer available.  
  
imgur.com

So I have to make sure this place isn't completely fucked over by all this screwed up shit for a year?

The image you are requesting does not exist or is no longer available.  
  
imgur.com

Huh. I'm suddenly glad we'll ~~probably~~ never see the sun again.

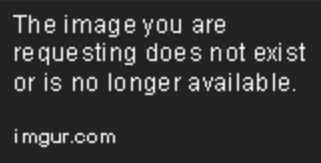
The image you are requesting does not exist or is no longer available.  
  
imgur.com

This place is such a clusterfuck. Where the hell is everything?

The image you are requesting does not exist or is no longer available.  
  
imgur.com



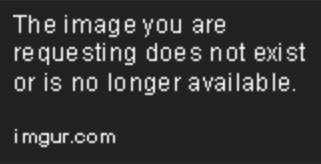
And what's all this adamantine doing there? I looked for tunnels and entrances to this room for a bit, and found that nothing dangerous could really get in there! Why aren't we putting this stuff to use? As of now, securing that stash of adamantine is my top priority.



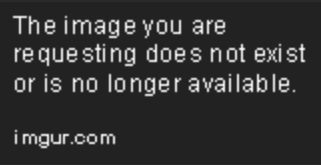
Why is this legendary miner MAKING FUCKING TROUSERS? I hope the previous overseers know that smoking rat weed is punishable by a hammering.

This place is a mess. Since I can't really change that, I'll just focus on doing things that will help in the long run, like taking back that adamantine. (Why the fuck aren't we using that?)

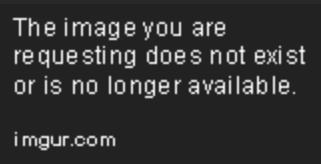
12th Granite, 216



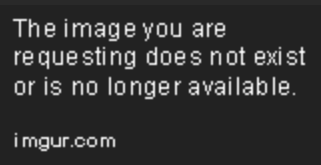
It'd be nice if you could filter announcements, or at least tell your dwarves to shut the fuck up.



The dwarves are digging a tunnel to the adamantine stockpile. You could say it makes more sense to dig straight into the stockpile, but I want to save that poor dog. Who knows how long he's been down there?

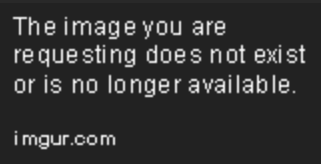


I've ordered an area to be dug out near the forges. This is where we'll store the adamantine from now on.



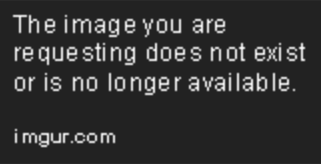
After looking around in this area for a bit, I decided that this area, and the rooms upstairs, are safe. Nothing can really get into them. These rooms are just begging to be reclaimed and used.

23rd Granite, 216

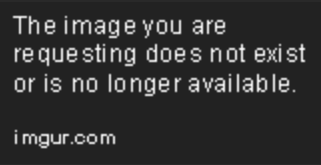


I don't like the fact that there's a ghostly axedwarf fucking with the soldiers. I order a stone slab to be built for him.

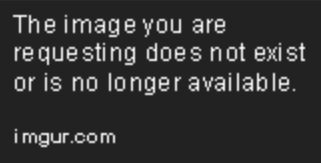
4th Slate, 216



The dwarves have begun moving the adamantine.



Hopefully, the future overseers won't use it for stupid shit like levers.



What are you doing outside?! You know there's dangerous denizens out there! I mean, we don't really need a novice crafts dwarf, but #DwarfLivesMatter, am I right?

You're using the wrong links for the images; you're linking to the imgur page that the image is displayed on, when you want the **direct link** to the image itself. To get this, right-click the image, then select "Copy image address".

E: Also, as far as getting the adamantine goes.. make absolutely sure that the area you're retrieving it from is, in fact, safe and is not in Demonland or something. Because we have a slight demons-infesting-half-the-fort problem.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **April 24, 2016, 07:53:31 am**

Check those FBs again, there's way more than four.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Puzzlebark** on **April 24, 2016, 08:57:26 am**

Quote from: Mr Frog  
You're using the wrong links for the images; you're linking to the imgur page that the image is displayed on, when you want the direct link to the image itself. To get this, right-click the image, then select "Copy image address".

Oh. Fixed that, thanks for telling me!

Quote from: Mr Frog  
E: Also, as far as getting the adamantine goes... make absolutely sure that the area you're retrieving it from is, in fact, safe and is not in Demonland or something. Because we have a slight demons-infesting-half-the-fort problem.

I know that. There's nothing in the tunnels that connect to the adamantine storage room, and we're sealing the place off as soon as we get all the blue rocks out. I'm also going to get our soldiers to protect the dwarves while they're hauling, if necessary.

Quote from: TheFlame52  
Check those FBs again, there's way more than four.

Heh, I know that. It's crazy outside of the cavern living space...

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Crashmaster** on **April 24, 2016, 12:07:37 pm**

Adamantine should be safe. It was stockpiled there close to the spire site since the space was already dug and labour was short ;) The walled-off-dog rooms (ex-bunkers-project) were sealed away because the sub-fort was too big for the dwarves we had and some would spend way to long walking all the way to them.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 24, 2016, 02:15:33 pm**

Okay, now that the images and stuff are squared away... that is a sexy update, Puzzle. So many screenshots. (\*Â´v`\*)

I love that there was apparently an entire sealed-off subsection of the fortress which had been completely forgotten about. As well as 3/4s of a page on the units list being comprised entirely of forgotten beasts.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 24, 2016, 08:39:18 pm**

Also, could you take a look at the dwarfing list and tell me which of them have been done already? I've completely lost track of it for the longest time and I'd really like to fix that.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Puzzlebark** on **April 24, 2016, 08:59:07 pm**

Sure thing. So far, I've only dorfed myself.

Also, I just wanted to let you know that using + and - won't work in game for me. The buttons work fine, but not in DF. That'll be a problem if it's not resolved. Does anyone know why this is happening?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **April 24, 2016, 10:46:59 pm**

Quote from: Puzzlebark on April 24, 2016, 08:59:07 pm  
Sure thing. So far, I've only dorfed myself.  
  
Also, I just wanted to let you know that using + and - won't work in game for me. The buttons work fine, but not in DF. That'll be a problem if it's not resolved. Does anyone know why this is happening?

Did you download the SDL version or the Legacy version? Because if you downloaded legacy DF the +/- keys it responds to are the ones next to the number pad on your keyboard.

If you forgot if you downloaded SDL or Legacy, you can tell if you've downloaded Legacy if the dwarves look like this instead of this



(Sorry for massive image, couldn't find a smaller one with google)

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 24, 2016, 11:03:51 pm**

Quote from: DolosusDoleus on April 24, 2016, 10:46:59 pm  
Quote from: Puzzlebark on April 24, 2016, 08:59:07 pm  
Sure thing. So far, I've only dorfed myself.  
  
Also, I just wanted to let you know that using + and - won't work in game for me. The buttons work fine, but not in DF. That'll be a problem if it's not resolved. Does anyone know why this is happening?

Did you download the SDL version or the Legacy version? Because if you downloaded legacy DF the +/- keys it responds to are the ones next to the number pad on your keyboard.



If you forgot if you downloaded SDL or Legacy, you can tell if you've downloaded Legacy if the dwarves look like this instead of this  
(Sorry for massive image, couldn't find a smaller one with google)

He appears to be using the SDL version, if what you're saying is correct.

Quote from: Puzzlebark on April 24, 2016, 08:59:07 pm

Sure thing. So far, I've only dorfed myself.  
  
Also, I just wanted to let you know that using + and - won't work in game for me. The buttons work fine, but not in DF. That'll be a problem if it's not resolved. Does anyone know why this is happening?

You can probably work around this by messing with the key bindings, I should think.

Also, are you saying that none of the others on the list have been dwarfed yet, at all, by anyone, \*or just that you personally haven't dorfed any of them? I've been really negligent about tending to the list, so it's entirely possible that the same person has been dwarfed multiple times by different people :V

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Puzzlebark** on **April 24, 2016, 11:35:47 pm**

Thanks for the help with the keys, you guys. The problem's been fixed.

Quote from: Mr Frog

Also, are you saying that none of the others on the list have been dwarfed yet, at all, by anyone, \*or just that you personally haven't dorfed any of them? I've been really negligent about tending to the list, so it's entirely possible that the same person has been dwarfed multiple times by different people :V

I've personally only dorf'd myself as of now. I'll check and see if the others have been dorf'd, and dorf them if that's not the case.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 24, 2016, 11:42:46 pm**

Quote from: Puzzlebark on April 24, 2016, 11:35:47 pm

Thanks for the help with the keys, you guys. The problem's been fixed.

Quote from: Mr Frog

Also, are you saying that none of the others on the list have been dwarfed yet, at all, by anyone, \*or just that you personally haven't dorfed any of them? I've been really negligent about tending to the list, so it's entirely possible that the same person has been dwarfed multiple times by different people :V

I've personally only dorf'd myself as of now. I'll check and see if the others have been dorf'd, and dorf them if that's not the case.

Groovy. Make sure to tell me when you're done dorfing so that I can finally clear up that damn list.

E: Also, thanks a bunch :V It occurs to me that the above may have come off as a bit brusque. I really do appreciate it; the dorfing list has been bugging me for ages.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Puzzlebark** on **April 24, 2016, 11:58:30 pm**

Doleus was already dorf'd, and I've dorf'd Kadian. You're welcome. :)

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 25, 2016, 12:01:43 am**

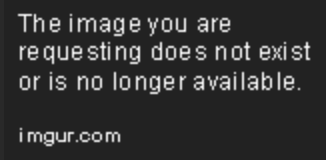
Quote from: Puzzlebark on April 24, 2016, 11:58:30 pm

Doleus was already dorf'd, and I've dorf'd Kadian. You're welcome. :)

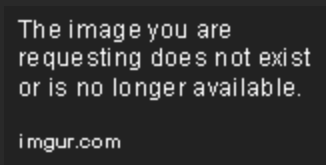
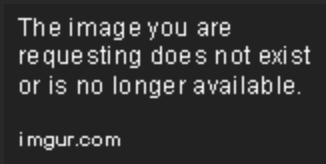


Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Puzzlebark** on **April 25, 2016, 12:08:18 am**



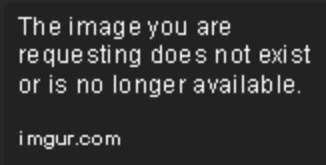


Remember when I said I was going to make a memorial slab for that axedwarf? Yeah. I forgot about the death count. Anyway, back to business.



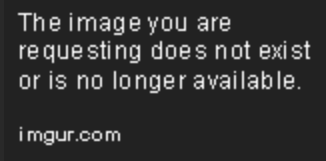
I'm going to start work on my tomb, because why not? It will be found by the adamantine stockpile I created, so that the future overseers remember what I've done for them.

I'm also going to set up a hospital. There's some injured dwarves here and there, and from what I can tell, we don't have a functioning hospital. (why?)



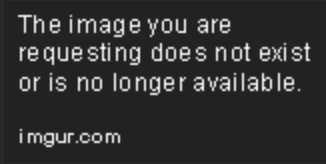
This big, empty room looks like a good spot to set one up in. Doesn't look like it was going to be used otherwise.

Spoiler (click to show/hide)

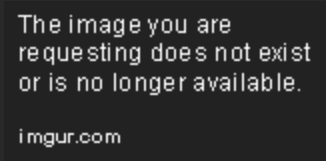


As of now, I'm just going to assume all the dwarves live in this cavern area. If there's anyone else outside, sucks for them.

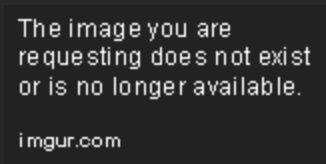
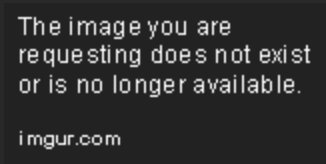
### 12th Slate, 216



We can't have workshops all over the place like we do right now. I've designated some tunnels and rooms to be dug out below the main living area, where we will put workshops from now on.

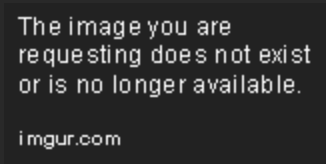


Shit. We're out of flux stone. Where did the other overseers find it? It's not important right now, I'm sure we have plenty of steel, but we may need more sooner or later.

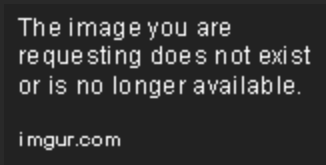


It's also great that we have only one carpenter and twenty-seven useless fucking children. I should make a plump helmet plantation and start a child labor force. We'll have plenty of growers in the future.

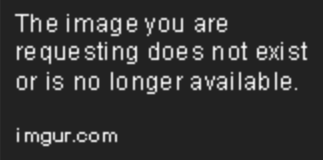
### 24th Slate, 216



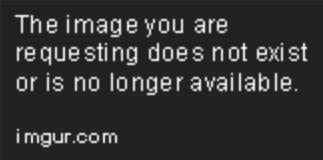
Still waiting for these carpenter's shops to be built. For fuck's sake.



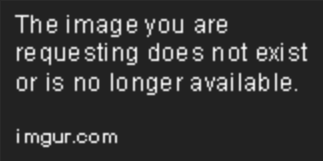
Yay, another visitor. As if we don't already have enough.



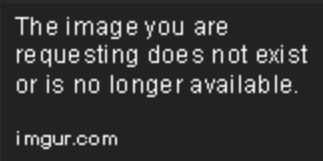
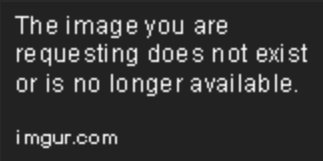
Can you guys hurry up? Please? This is really important. To me, at least.



Forget a child labor camp, let's just fucking starve these shits to death.



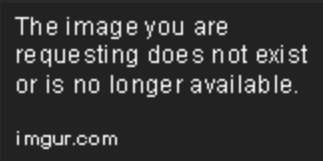
These are the delinquents responsible for the horrible crime of making me have to unsuspend the construction.



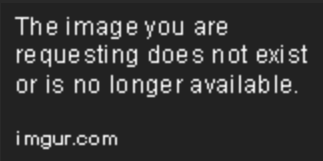
They're both going to be useless for another 8 years anyway, and their best skills are novice level. Might aswell.

I'm not fucking around, either. These shitheads need to be punished for being useless and annoying. I'll forbid them from leaving their bedrooms, and they will die alone.

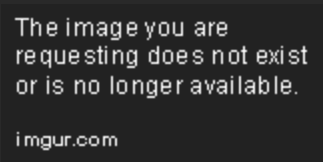
7th Felsite, 216



The adamantine stockpile is filling up nicely. The dwarves haven't run into any issues.



The work area is coming together nicely as well. Our ONE carpenter is making death beds for the two little criminals and the hospital.



My tomb is now being engraved and smoothed. I'll also get the masons to make statues and other things.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 25, 2016, 12:35:48 am**

We're now somehow stable enough that Overseers are doing ridiculous pointless shit for giggles even though at the same time we're at the mercy of the literal apocalypse and the slightest misstep will end us.

The apparent contradiction here amuses me immensely.

E: I think those adamantine chunks may be able to solve our little demon problem, actually. We might consider training up some soldiers if we haven't already.

E2: Hmmm, actually, I think the adamantine could actually make things much much worse for us if a candy-bedecked soldier gets spawnified by the GS's shrieks. Hm.

E3: actually actually actually actually

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Lolfail0009** on **April 25, 2016, 01:55:06 am**

Quote from: Mr Frog on April 25, 2016, 12:35:48 am

We're now somehow stable enough that Overseers are doing ridiculous pointless shit for giggles even though at the same time we're at the mercy of the literal apocalypse and the slightest misstep will end us.

The apparent contradiction here amuses me immensely.

E: I think those adamantine chunks may be able to solve our little demon problem, actually. We might consider training up some soldiers if we haven't already.

E2: Hmmm, actually, I think the adamantine could actually make things much much worse for us if a candy-bedecked soldier gets spawnified by the GS's shrieks. Hm.

E3: actually actually actually actually

The safe option would be to not flip that coin and instead use the adamantine for sweet capes

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **April 25, 2016, 02:09:21 pm**

I say we use it for upright spikes and repeating spike some spawn to death. We don't have any artifact furniture available, do we?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **April 25, 2016, 04:16:00 pm**

I like how, despite isolation from the rest of the world, the ever-present demon horde and the thin veil of sanity holding the place together, murdering all the children is still a viable option.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 25, 2016, 05:30:49 pm**

Quote from: Taupe on April 25, 2016, 04:16:00 pm  
I like how, despite isolation from the rest of the world, the ever-present demon horde and the thin veil of sanity holding the place together, **murdering all the children** is still a viable option.

I'm sorry, but you appear to have misspelled "minimising food and beverage expenditure". It's okay; it happens to the best of us :)

Also, it just kind of dawned on me that we are into like our 15th/16th year at this point and that the thread itself is nearly a year old. This was just supposed to be a brief diversion to keep me occupied for a couple months until I lost interest; I have literally no idea how this happened.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheBiggerFish** on **April 26, 2016, 07:13:08 am**

Maaaagic.

Is SBII ever happening?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 26, 2016, 12:17:17 pm**

No way for me to tell at this point, unfortunately. And even then, this isn't exactly the right thread for that particular discussion.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Puzzlebark** on **April 26, 2016, 09:37:02 pm**

**7th Felsite, 216**

The image you are requesting does not exist or is no longer available.  
  
imgur.com

I noticed we have some poultry breeding pairs, and since I'm waiting for the dwarves to get other things done, I decided to start a poultry industry with turkeys and ducks. We're running low on meat, and the two kinds of birds produce a lot of eggs.

The image you are requesting does not exist or is no longer available.  
  
imgur.com

A caravan? People still visit this place? I thought they'd just assumed we were all dead. Eh, it doesn't matter. They're going to die anyway.

**21st Felsite, 216**

The image you are requesting does not exist or is no longer available.  
  
imgur.com

Here's the poultry area, or at least what I've done so far. Things have been really uneventful, almost too uneventful recently.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Puzzlebark** on **April 26, 2016, 09:38:23 pm**

I'm really not sure what to do. Nothing has really been happening. Still working on those mini projects. I just needs some ideas and I'll update the update above.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 26, 2016, 09:50:57 pm**

Any sort of overture towards reclaiming the old fortress (if not the surface) would be welcome at this point. We've actually almost reached the point where we've spent more time hiding out in our little underground complex than we did in the old fortress. It is time. We have the resources. Let's reclaim the fortress or die trying.

E: Also, I prefer it if any new updates are put into separate posts rather than appended onto an old one, since sometimes it takes me a while to realise that new content has been added otherwise.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **April 26, 2016, 11:57:52 pm**

With enough poultry stockpiled, we can repel the banshee menace. Now that the solution of avian breeding has surfaced, I almost ~~regret~~ feel silly defaulting to linking the surface directly into hell.

http://www.nuklearpower.com/2006/03/18/episode-674-a-natural-progression/ (http://www.nuklearpower.com/2006/03/18/episode-674-a-natural-progression/)  
Turns out we arent the first to reach this logical conclusion.



Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 27, 2016, 01:36:00 am**

Quote from: Taupe on April 26, 2016, 11:57:52 pm

With enough poultry stockpiled, we can repel the banshee menace. Now that the solution of avian breeding has surfaced, I almost ~~regret~~ feel silly defaulting to linking the surface directly into hell.

http://www.nuklearpower.com/2006/03/18/episode-674-a-natural-progression/ (http://www.nuklearpower.com/2006/03/18/episode-674-a-natural-progression/)  
Turns out we arent the first to reach this logical conclusion.

Red Mage was right all along

Incredible

did you just fucking link to 8 bit theatre oh my god i'm dying of nostalgia send help

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 29, 2016, 02:13:44 pm**

How's everypony doing

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **April 30, 2016, 04:59:02 pm**

I've been away from here for a while. What's happened recently?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 30, 2016, 05:15:58 pm**

Quote from: chaotic skies on April 30, 2016, 04:59:02 pm

I've been away from here for a while. What's happened recently?

Minor infant genocide. Puzzlebark may or may not have vanished on us.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **April 30, 2016, 06:33:03 pm**

Quote from: Mr Frog on April 30, 2016, 05:15:58 pm

Quote from: chaotic skies on April 30, 2016, 04:59:02 pm

I've been away from here for a while. What's happened recently?

Minor infant genocide. Puzzlebark may or may not have vanished on us.

Sounds like a normal day in Clobbermountains.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 30, 2016, 08:02:28 pm**

Quote from: chaotic skies on April 30, 2016, 06:33:03 pm

Quote from: Mr Frog on April 30, 2016, 05:15:58 pm

Quote from: chaotic skies on April 30, 2016, 04:59:02 pm

I've been away from here for a while. What's happened recently?

Minor infant genocide. Puzzlebark may or may not have vanished on us.

Sounds like a normal day in Clobbermountains.

You joke, but the baby-murdering was a rare and auspicious occurrence, as it indicated that we're finally stable enough now for Overseers to start doing pointless shit for giggles. Pointless shit which would hopefully eventually include "reclaim the old fortress along with the material and architectural wealth sealed within".

Incidentally, if anyone's getting antsy regarding the slow progress here, and desperately needs a hit of "succession fort founded in an obsolete version which quickly had to be segregated into two fortresses in order to quarantine an impromptu circus visit", I humbly submit that they go check out Boarpaints (http://www.bay12forums.com/smf/index.php?topic=156873.0), managed by our own dear DolosusDoleus. They've got killer unicorns!

E: Also, Puzzler has 24 hours to check in with us, after which I'm putting the fort up for grabs again.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **April 30, 2016, 09:19:02 pm**

Hey guys. We should not kill thd babies. Just release them tonthe old fortress so they get turned into normal spawn who will maybe take down a few greater demons. Wasting isnt cool.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **April 30, 2016, 10:06:24 pm**

That's...not a bad idea. Brutal, but clever. Spawn fight Greater Spawn, don't they?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **April 30, 2016, 10:30:41 pm**

Yes, although you need a lot of them to kill a Greater Spawn

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 30, 2016, 10:31:21 pm**

Quote from: TheFlame52 on April 30, 2016, 10:06:24 pm

That's...not a bad idea. Brutal, but clever. Spawn fight Greater Spawn, don't they?

Yes.

...YES.

YES!!!!



I love this idea. +1.

god damn how are you people this resourceful

E: Ninja-edit:

Quote from: chaotic skies on April 30, 2016, 10:30:41 pm  
Yes, although you need a lot of them to kill a Greater Spawn

We have a lot of children. QED.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **April 30, 2016, 10:54:54 pm**

I have no words for this. This is such an absolutely terrible idea that it just might work.

But holy hell, I'm actually speechless.

Also, thanks for the plug Frog. It's greatly appreciated!

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **April 30, 2016, 11:10:01 pm**

Quote from: DolosusDoleus on April 30, 2016, 10:54:54 pm  
I have no words for this. This is such an absolutely terrible idea that it just might work.  
But holy hell, I'm actually speechless.

I, for one, fully support our descent into ethical nihility and am disappointed it didn't happen sooner.

Quote  
Also, thanks for the plug Frog. It's greatly appreciated!

You managed to do in four years what we needed 8\* to do. Hell yes I'm pimping your fort.

E: i cant count lol

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **April 30, 2016, 11:51:05 pm**

Ethics? You think we have ethics here? We ain't a group of bloody elves, no! We're a bunch of fuckin' dwarves! We were conserving resources, that's what we were doin'! Not holding up some code of honor!  
  
I'm sorry. It was so tempting :P

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **May 01, 2016, 12:09:40 am**

Quote from: chaotic skies on April 30, 2016, 11:51:05 pm  
Ethics? You think we have ethics here? We ain't a group of bloody elves, no! We're a bunch of fuckin' dwarves! We were conserving resources, that's what we were doin'! Not holding up some code of honor!  
I'm sorry. It was so tempting :P

no need to apologise for being funny brochop  
  
we're all dorks in here

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **May 01, 2016, 11:06:47 am**

We need fortifications so the Greater Spawn can see the kids, but also a way to let them out after they've turned. We also need a way to keep the kids separate so they don't kill each other as they turn. That would just be a waste.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **May 01, 2016, 01:40:50 pm**

Quote from: TheFlame52 on May 01, 2016, 11:06:47 am  
We need fortifications so the Greater Spawn can see the kids, but also a way to let them out after they've turned. We also need a way to keep the kids separate so they don't kill each other as they turn. That would just be a waste.

I spent the whole day at work planning such schematics.

The design would be shaped like a long "U" with one branch leading to the old fort, one to the new. One branch contains a large bridge along its side, to hold then unleash the kiddos. The other side of the kid cells of made of fortifications. Each kid is sealed individually, in a 1x1 chamber using a burrow because fuck you kids. Put statues on the fortification side, or cabinets, to lure the demons in so they can spot the kids. Once each kid is turned, the large bridge is lowered, freeing all the children at once, with access to the old fort open but access tontue new sealed.  
  
Opening the faraway branch would be the last step, prompting a miner to run like hell. Demons will spot cabinets and kids if they swarm there so its a "safe" job. We could install a bridge there to reuse the trap, but demons will inevitably trash it as it is lowered. I think if we need to weaponize "two" generations of kids we have a problem bigger than the spawnn themselves.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **TheFlame52** on **May 01, 2016, 02:24:14 pm**

Lowered bridges can only be trashed by dwarves. You're fine.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **chaotic skies** on **May 01, 2016, 06:53:37 pm**

If we even have two generations of kids we're going to be fine until we can kill the spawn. We can just keep sending waves of kids, saving every third wave or something so that we don't run out of dwarves.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **TheFlame52** on **May 01, 2016, 07:34:35 pm**

I say we keep the oldest kids, we're dangerously low on adult dwarves. The younger kids can get fucked.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Crashmaster** on **May 01, 2016, 07:46:42 pm**

Seconded.

Can we get a Therapist screen of current kids by age so we can decide on a minimum age for children we don't want turned?

Also can someone draw a dwarfy, "You must be <-This tall, to live," sign picture pls :)

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **TheFlame52** on **May 01, 2016, 07:52:27 pm**

The oldest kid should be 9-10, if I remember correctly. Almost all of them are under 6.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **chaotic skies** on **May 01, 2016, 08:06:50 pm**

I'm not sure how to react to the fact that we're casually talking about sacrificing children to kill hellspawn :P

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **TheFlame52** on **May 01, 2016, 09:13:28 pm**

They die to hellspawn eventually or they die fighting to hellspawn now.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Mr Frog** on **May 01, 2016, 10:35:47 pm**

Quote from: chaotic skies on May 01, 2016, 08:06:50 pm

I'm not sure how to react to the fact that we're casually talking about sacrificing children to kill hellspawn :P

Joy. Sheer, unalloyed joy. *Obviously.*

On a related note, the fortress is now officially up for grabs, so if any of you lunatics want to unleash your inner Josef Mengele, you know what to do ;)

E: Also, if PuzzleBark happens to turn up again before someone claims the fort, he can feel free to continue his turn.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **chaotic skies** on **May 01, 2016, 11:56:37 pm**

I'd steal it, but, ah...I don't have the best track record with succession forts. Especially this one. So I'll leave this to someone who can actually get stuff done within a week.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Aldraglienon** on **May 02, 2016, 12:07:53 am**

RL has died down a bit on my end, I might be able to take a second crack at the fort, but first I would like to finished putting together my new computer which assuming the worst shouldn't take longer then a week.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Mr Frog** on **May 02, 2016, 12:34:39 am**

Quote from: chaotic skies on May 01, 2016, 11:56:37 pm

I'd steal it, but, ah...I don't have the best track record with succession forts. Especially this one. So I'll leave this to someone who can actually get stuff done within a week.

Okay, I promised myself not to respond to self-flagellation since I don't want to encourage it, but fuck it.

a) Deliberately avoiding making commitments will *not* help you get better at keeping them. ~~I'm not sure if the reverse holds true but~~

b) You actually handled your turn fairly-well, considering. Uploading your save after being skipped was responsible of you, and it took courage to come back and acknowledge your error after fucking up rather than just vanishing into the ether, never to be seen again.

Quote from: Aldraglienon on May 02, 2016, 12:07:53 am

RL has died down a bit on my end, I might be able to take a second crack at the fort, but first I would like to finished putting together my new computer which assuming the worst shouldn't take longer then a week.

Sweet. I'll just go ahead and pop you on the Turn List of Doom.

Also, with Puzzle apparently vanishing and his turn likely being annulled, I now officially have completely lost track of who's been dorfed or not. \*eye twitches\* YAYYYYYYYYYYYYYYYY

E: Finally, I have tentatively removed Taupe from the turnlist in light of the Dryer Incident's continued fallout, although I encourage him to re-enlist whenever he is able and willing to do so because shit was fucking *hyyyyyyyype*



Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **May 02, 2016, 08:45:07 am**

The new laundry room should be operational this week, and my computer has been repaired. I'll be on vacation for a week starting next monday. I plan on using the bulk of it to prepare for a small concert but I should have the time to dive into the save in my spare moments. I have a hard time ignoring the idea of child weaponization.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Puzzlebark** on **May 02, 2016, 09:17:40 pm**

Sorry about the inactivity, guys. I was just really damn bored of the fortress, wasn't very interested. You can put the fortress up for grabs, that's fine with me.

also why the fuck are you guys having a discussion about how to kill the children? you guys seem to be really into it, i was just going to starve them and be done with it.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **May 02, 2016, 10:10:04 pm**

We're not killing them. We're turning into vicious killers (the fast way, of course!) to take care of the hellspawn infecting our fortress :P

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **May 02, 2016, 10:50:11 pm**

Quote from: chaotic skies on May 02, 2016, 10:10:04 pm  
We're not killing them. We're turning into vicious killers (the fast way, of course!) to take care of the hellspawn infecting our fortress :P

#Pragmatism

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **May 03, 2016, 07:10:22 pm**

I'm usually a pretty nice person to my dwarves, and would never consider such a thing, but:

1. We're doomed
2. That means the kids are doomed
3. If they're going to die anyway they might as well take some of the enemy with them.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Lolfail0009** on **May 04, 2016, 07:36:16 am**

When in doubt, turn doom into a feedback loop. of more doom.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic** on **May 04, 2016, 08:01:10 am**

I am now less busy, so my situation has changed.  
I would take over this, but i am *terrible* at this game. Not a noob, just absalutely terrible at it. Actually, that's even better! I'll try to take over if we survive the greater spawn vs. Former children turn.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **May 04, 2016, 01:38:56 pm**

Quote from: Imic on May 04, 2016, 08:01:10 am  
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You could honestly just go ahead and take a turn now if you want; neither Aldra nor Taupe can take a turn right yet and I want to get this horrible, blood-and-vomit-encrusted ball rolling again.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Aldraglienon** on **May 04, 2016, 07:34:15 pm**

Quote from: Mr Frog on May 04, 2016, 01:38:56 pm  
Quote from: Imic on May 04, 2016, 08:01:10 am  
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I am fine if he goes now, it would be nice, if we could get this writhing monstrosity off the ground again. It will probably be another 2 or 3 days at best before I can take up my turn.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic** on **May 06, 2016, 02:59:07 am**

Quote from: Aldraglienon on May 04, 2016, 07:34:15 pm  
Quote from: Mr Frog on May 04, 2016, 01:38:56 pm  
Quote from: Imic on May 04, 2016, 08:01:10 am  
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I am fine if he goes now, it would be nice, if we could get this writhing monstrosity off the ground again. It will probably be another 2 or 3 days at best before I can take up my turn.

Oh god.  
Fine.  
Fine.  
FIIIIIIIIINE.

I Shall take over.  
Excpet updates at ungodly hours of the morning/night.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog on May 06, 2016, 12:27:52 pm**

Quote from: Imic on May 06, 2016, 02:59:07 am

Quote from: Aldraqlienon on May 04, 2016, 07:34:15 pm

Quote from: Mr Frog on May 04, 2016, 01:38:56 pm

Quote from: Imic on May 04, 2016, 08:01:10 am

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Oh god.  
Fine.  
Fine.  
FIIIIIIIIINE.  
I Shall take over.  
Excpet updates at ungodly hours of the morning/night.

Wouldn't have it any other way, dude.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies on May 06, 2016, 04:31:53 pm**

I'm more amazed when there are updates at normal times, tbh :P

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog on May 06, 2016, 10:45:17 pm**

Quote from: chaotic skies on May 06, 2016, 04:31:53 pm

I'm more amazed when there are updates at normal times, tbh :P

A significant part of the Clobbermountains experience is going to bed one night and everything being fine, then waking up to find out that a baby fell into the volcano and half the military got stunned by banshees and killed

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies on May 07, 2016, 11:20:14 pm**

It'd be a miracle if that was the only thing that went wrong. I'm more used to nothing happening or our plans to unleash hell itself backfiring, with little to no middle ground. Speaking of which, could we flood the old fort to get rid of the Spawn, or do they not breath?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog on May 07, 2016, 11:49:13 pm**

Quote from: chaotic skies on May 07, 2016, 11:20:14 pm

It'd be a miracle if that was the only thing that went wrong. I'm more used to nothing happening or our plans to unleash hell itself backfiring, with little to no middle ground. Speaking of which, could we flood the old fort to get rid of the Spawn, or do they not breath?

Unbreathing, heat-immune, poison-resistant, trap-dodging, not particularly hampered by disembowelment or decapitation, and inimical to most forms of dwarven architecture. I was quite thorough. Dropping terrain and/or bridges on them works, though, although the latter is banned, and upright spikes also work.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard on May 08, 2016, 03:53:52 am**

I think I have an idea.

Let's undermine the whole fort and make it collapse with all the shit inside.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic on May 08, 2016, 04:00:06 am**

sorry about how long this took, life stuff happened.  
Let the games begin.  
im gonna die

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic on May 08, 2016, 04:13:27 am**

the file is .rar. mi computer dosn't werk with .rar. someone pluzz fix this.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Lolfail0009 on May 08, 2016, 04:58:50 am**

Quote from: Imic on May 08, 2016, 04:13:27 am

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I'd recommend investing in 7zip or WinRAR for the low low price of free, if you can

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic on May 08, 2016, 05:11:32 am**

Quote from: Lolfail0009 on May 08, 2016, 04:58:50 am

Quote from: Imic on May 08, 2016, 04:13:27 am

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Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Lolfail0009** on **May 08, 2016, 05:20:48 am**

Quote from: Imic on May 08, 2016, 05:11:32 am

Quote from: Lolfail0009 on May 08, 2016, 04:58:50 am

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Oh  
I'm sorry, dude :c

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic** on **May 08, 2016, 08:27:40 am**

Quote from: Lolfail0009 on May 08, 2016, 05:20:48 am

Quote from: Imic on May 08, 2016, 05:11:32 am

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im better now. hot chocolate does wonders to one's soul.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **May 09, 2016, 12:46:04 am**

Quote from: Imic on May 08, 2016, 08:27:40 am

Quote from: Lolfail0009 on May 08, 2016, 05:20:48 am

Quote from: Imic on May 08, 2016, 05:11:32 am

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I leave y'all unattended for a day and people start having breakdowns :V

Ayy, Imic, if you need someone to rant at for a bit feel free to drop me a PM I guess? I'm not sure how much I can help but you seem like you're hurting.

In the meantime, shall I remove you from the turnlist or just bump you back a few slots?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic** on **May 09, 2016, 12:57:58 am**

Quote from: Mr Frog on May 09, 2016, 12:46:04 am

Quote from: Imic on May 08, 2016, 08:27:40 am

Quote from: Lolfail0009 on May 08, 2016, 05:20:48 am

Quote from: Imic on May 08, 2016, 05:11:32 am

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Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **May 09, 2016, 12:59:14 am**



[Quote from: Imic on May 09, 2016, 12:57:58 am](#)

[Quote from: Mr Frog on May 09, 2016, 12:46:04 am](#)

[Quote from: Imic on May 08, 2016, 08:27:40 am](#)

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WHAT IF

I were to dl the save myself then reupload it as a .zip? Would that fix much?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Amperzand** on **May 09, 2016, 01:10:46 am**

[Quote from: Imic on May 09, 2016, 12:57:58 am](#)

[Quote from: Mr Frog on May 09, 2016, 12:46:04 am](#)

[Quote from: Imic on May 08, 2016, 08:27:40 am](#)

[Quote from: Lolfail0009 on May 08, 2016, 05:20:48 am](#)

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In the meantime, shall I remove you from the turnlist or just bump you back a few slots?

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Get the B1 Archiver, it's free, can unpack basically anything, and seems to be compatible with most things.

Other than that, Frog converting it to a .zip would almost certainly fix things.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic** on **May 09, 2016, 01:39:53 am**

[Quote from: Mr Frog on May 09, 2016, 12:59:14 am](#)

[Quote from: Imic on May 09, 2016, 12:57:58 am](#)

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Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **May 09, 2016, 01:20:49 pm**

Quote from: Imic on May 09, 2016, 01:39:53 am  
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The quote pyramids.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic** on **May 09, 2016, 01:38:28 pm**

Quote from: Imic on May 09, 2016, 01:39:53 am

Quote from: Mr Frog on May 09, 2016, 12:59:14 am

Quote from: Imic on May 09, 2016, 12:57:58 am

Quote from: Mr Frog on May 09, 2016, 12:46:04 am

Quote from: Imic on May 08, 2016, 08:27:40 am

Quote from: Lolfail0009 on May 08, 2016, 05:20:48 am

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Quote from: Taupe on May 09, 2016, 01:20:49 pm

Quote from: Imic on May 09, 2016, 01:39:53 am

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The quote pyramids.

What quote pyramids?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Monitor Lisard** on **May 09, 2016, 02:28:57 pm**

Quote from: Imic on May 09, 2016, 01:38:28 pm

Quote from: Taupe on May 09, 2016, 01:20:49 pm

Quote from: Imic on May 09, 2016, 01:39:53 am

Quote from: Mr Frog on May 09, 2016, 12:59:14 am

Quote from: Imic on May 09, 2016, 12:57:58 am

Quote from: Mr Frog on May 09, 2016, 12:46:04 am

Quote from: Imic on May 08, 2016, 08:27:40 am

Quote from: Lolfail0009 on May 08, 2016, 05:20:48 am

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The quote pyramids.

What quote pyramids?

You mean, this one?

Watch out for enbalmed ancient rulers bent on revenge, dudes.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **May 09, 2016, 08:30:02 pm**

Fix: Demons squatting in our old fortress rent-free

Ruin: Pretty much anything you can get your grubby mitts on

Gonna try to fix things shortly.

E: Here's the link. (<http://dff.d.bay12games.com/file.php?id=12013>)

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheBiggerFish** on **May 09, 2016, 10:53:50 pm**

Quote from: Imic on May 09, 2016, 01:38:28 pm

Quote from: Imic on May 09, 2016, 01:39:53 am

Quote from: Mr Frog on May 09, 2016, 12:59:14 am

Quote from: Imic on May 09, 2016, 12:57:58 am

Quote from: Mr Frog on May 09, 2016, 12:46:04 am

Quote from: Imic on May 08, 2016, 08:27:40 am

Quote from: Lolfail0009 on May 08, 2016, 05:20:48 am

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Quote from: Lolfail0009 on May 08, 2016, 04:58:50 am

Quote from: Imic on May 08, 2016, 04:13:27 am

Quote from: Taupe on May 09, 2016, 01:20:49 pm

Quote from: Imic on May 09, 2016, 01:39:53 am

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What quote pyramids?

THESE quote pyramids! Also, urge to sig, rising.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **May 09, 2016, 11:11:07 pm**

Quote from: TheBiggerFish on May 09, 2016, 10:53:50 pm

Quote from: Imic on May 09, 2016, 01:38:28 pm

Quote from: Imic on May 09, 2016, 01:39:53 am

Quote from: Mr Froq on May 09, 2016, 12:59:14 am

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Quote from: Imic on May 09, 2016, 01:39:53 am

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What quote pyramids?

THESE quote pyramids! Also, urge to sig, rising.

Did someone say quote pyramid?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **May 11, 2016, 12:52:07 am**

Eyyy, I'm giving Imic an extension on account of the Zippingenig, but he nevertheless has until Monday to post an update of some kind.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **May 16, 2016, 12:41:25 pm**

Boop

Yeah, gonna go ahead and skip Imic. Is Aldra or Taupe still here?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Imic** on **May 16, 2016, 01:04:50 pm**

gonn a \*cough cough\* i havnt got al ot l of free tim latly and my tiping isd getting wose  
wow, i'm embarrassed.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **May 16, 2016, 01:15:09 pm**

Quote from: Imic on May 16, 2016, 01:04:50 pm

gonn a \*cough cough\* i havnt got al ot l of free tim latly and my tiping isd getting wose  
wow, i'm embarrassed.

No real harm done; it's just a silly forum game.

In the future, though, I'd prefer to know ahead of time if you won't have time to play.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **May 16, 2016, 02:24:10 pm**

Quote from: Mr Frog on May 16, 2016, 12:41:25 pm

Boop

Yeah, gonna go ahead and skip Imic. Is Aldra or Taupe still here?

Sadly my free week is now over :/

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Aldraglienon** on **May 16, 2016, 11:03:11 pm**

I have time, I should be able to start tomorrow.



Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Mr Frog** on **May 17, 2016, 12:38:27 am**

Quote from: Aldraglienon on May 16, 2016, 11:03:11 pm

I have time, I should be able to start tomorrow.



Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Taupe** on **May 17, 2016, 12:44:08 am**

Quote from: Mr Frog on May 17, 2016, 12:38:27 am

Quote from: Aldraglienon on May 16, 2016, 11:03:11 pm

I have time, I should be able to start tomorrow.



"I'm so happy my dick could turn into the sun right now"

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Mr Frog** on **May 17, 2016, 01:20:30 am**

Quote from: Taupe on May 17, 2016, 12:44:08 am

Quote from: Mr Frog on May 17, 2016, 12:38:27 am

Quote from: Aldraglienon on May 16, 2016, 11:03:11 pm

I have time, I should be able to start tomorrow.



"I'm so happy my dick could turn into the sun right now"

I'm always down for a good dick joke but I am having difficulty deciphering this one

E: Like, why would my dick supposedly be capable of turning into the sun at this juncture? Is it absorbing power from the nearby other sun? Am I, within the confines of this narrative, a dick-mutant whose dick-powers are activated by joy -- the unfettered joy that only comes from having one's succession fortress be picked up for hopefully at least one more turn? These are legitimate questions.

E2: I shall meditate on this matter for a few more minutes, then go to bed. Good night everyone.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Taupe** on **May 17, 2016, 01:34:00 am**

Im tired. I saw the mountain's silouhette as the dude's trousers pulled down. Dont overthink it.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Monitor Lisard** on **May 17, 2016, 04:18:54 am**

Quote from: Taupe on May 17, 2016, 01:34:00 am

Im tired. I saw the mountain's silouhette as the dude's trousers pulled down. Dont overthink it.

Urist McSunpraiser was overjoyed to be uncovered lately.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**

Post by: **Imic** on **May 17, 2016, 07:15:09 am**

Quote from: Mr Frog on May 17, 2016, 12:38:27 am

Quote from: Aldraglienon on May 16, 2016, 11:03:11 pm

I have time, I should be able to start tomorrow.



GOD SAVE THE AMPHIBIAN!

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Aldraglienon** on **May 18, 2016, 01:06:20 am**

I have the save and am getting pretty good fps (49) for this fort so I should be able to keep a good pace. Hopefully, I will not kill the fort too quickly.

I would like your guys opinion of my plan to retake the old fort. Rather then sending all the children en mass into the old fort to try and whittle down the demons. My idea is to make little L shaped rooms which a bridge and a child will be put in. These will breach into the fortress near where a demon is then when the demon enters to kill the child the bridge will close behind them. The L shape is so that the child won't spot the demon until it rounds the corner. This is so the bridge has time to be closed and while trying to run away from the demon the child won't lead them out of the trap. I also have a system to decide which children get chosen for this horrible task. 2/3 of the children will be chosen as sacrifices and Nicknamed as such to be used for "projects" the other 1/3 will be labelled survivors and be immune from being chosen for such tasks at least for my turn. Hopefully, the next overseer will also keep them safe so we might eventually grow up. I plan to try and save the eldest.

Now For my introduction...

My Name is Olon Loloketar resident of Clobbermountains life down here is hard. Most of the old fort is demon infested, but we are surviving down here. In what remain of the fort, I help keep us alive by farming. My day was going pretty well however that didn't last. I heard a commotion in the dining hall and went to see what was going on. When I opened one of the doors, I came upon what must have been most of the fortresses population in the dining hall. I came in raising my hand and yelled, "What is going on!" Somebody in the crowd yelled, "Pick him!" and everyone turned to me. As I stood their bewildered His Gaudiness came out of the crowd and said "Thank you for volunteering. As my heart sank knowing how dangerous getting volunteered in this fortress is I asked, "Volunteering for what?" "Overseership" I was so shocked I forgot to scream in terror. As I stood their trying to comprehend what I was getting into, His Gaudiness added, "Oh and please try to use some of the little brats running around to reclaim the old fort." Somewhere in the crowd some said, "We haven't decided on that yet!" then the room descended into uproar again. My day just got worse from their.

If nothing goes wrong I should have an actual update tomorrow.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **May 18, 2016, 01:22:42 am**

Quote from: Aldraglienon on May 18, 2016, 01:06:20 am

I would like your guys opinion of my plan to retake the old fort. Rather then sending all the children en mass into the old fort to try and whittle down the demons. My idea is to make little L shaped rooms which a bridge and a child will be put in. These will breach into the fortress near where a demon is then when the demon enters to kill the child the bridge will close behind them. The L shape is so that the child won't spot the demon until it rounds the corner. This is so the bridge has time to be closed and while trying to run away from the demon the child won't lead them out of the trap. I also have a system to decide which children get chosen for this horrible task. 2/3 of the children will be chosen as sacrifices and Nicknamed as such to be used for "projects" the other 1/3 will be labelled survivors and be immune from being chosen for such tasks at least for my turn. Hopefully, the next overseer will also keep them safe so we might eventually grow up. I plan to try and save the eldest.

This is a horrible plan both in terms of practicality and morality.

In other words, it's perfect.

E: I have to emphasise: **I do not care what the hell you guys deem necessary in order to get rid of the demons.** Dump newborns directly into the old fort en masse if you have to. Collapse the entire fort on the fuckers' heads. I want those bastards *out*.

E2: Okay, maybe not collapse the *entire* fort, but as long as most of our population will survive and most of the old fort will still be vaguely-intact consider my approval a given.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **May 18, 2016, 01:35:05 am**

Now, in all seriousness...

My main concern with this plan is the brief interval between the connection to Old Clobbermountains being opened and the retaining bridge being raised. It'll likely only take a moment for a dwarf to get to the lever and pull it, but as the incident that got us into this mess proved, that one moment is all it takes for things to take a very, very bad turn.

E: Also, restricting the child to the appropriate part of the trap may be a concern. I can't remember if children respect burrow assignments. As much as I respect any effort to put children to productive use, it may be better to use a good old-fashioned fowl on a rope.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Aldraglienon** on **May 18, 2016, 02:02:51 am**

Truthfully, I am worried about the demons getting in too so I plan to wall the children into the trap instead of using an airlock. Then once the old fort is reclaimed and the demons in the traps i am going to wall off the area in front of the bridges to try and prevent the demons from getting out even if the traps lever is pulled.

I am playing right now and trying to test my idea so if it works I will tell you guys before the update.

edit: My plan didn't work but not for the reasons you might think I will explain in the write up however I have a much more interesting and dangerous plan.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **May 19, 2016, 01:59:45 pm**

Quote from: Aldraglienon on May 18, 2016, 02:02:51 am

Truthfully, I am worried about the demons getting in too so I plan to wall the children into the trap instead of using an airlock. Then once the old fort is reclaimed and the demons in the traps i am going to wall off the area in front of the bridges to try and prevent the demons from getting out even if the traps lever is pulled.

I am playing right now and trying to test my idea so if it works I will tell you guys before the update.

edit: My plan didn't work but not for the reasons you might think I will explain in the write up however I have a much more interesting and dangerous plan.

> More dangerous than digging directly into Old Clobbermountains and praying our dwarves manage to raise a drawbridge before anything nasty comes in

Oh christ. What catastrophe are you planning to unleash on us?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **May 19, 2016, 02:02:21 pm**

I'll bet you guys 5 dorfbucks that the plan is to somehow get the greater spawn to fight the forgotten beasts.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Aldraglienon** on **May 19, 2016, 09:14:18 pm**

Quote from: DolosusDoleus on May 19, 2016, 02:02:21 pm

I'll bet you guys 5 dorfbucks that the plan is to somehow get the greater spawn to fight the forgotten beasts.

Sorry that isn't the plan, truthfully it might be a better plan then the one I am going to try, but I would like to try my plan first. I will inform you guys of my plan at the end of the write up which should have been up yesterday, but I got distracted and didn't work on it, however barring meteor strike or zombie/alien invasion it should be up in the next few hours!

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Aldraglienon** on **May 20, 2016, 01:20:46 am**

Granite 7th  
It took a whole week to settle into the position.  
I pray to Tuman that I shall not cause any disasters, however His Gaudiness has demanded that I try and reclaim the lost part of the fort.  
After talk with those with more knowledge then me I have decided to try and separate and trap the demons. Which will also follow his gaudiness's command of getting rid of some of the children.  
[Spoiler](#) (click to show/hide)



Slate 1st  
Some migrants arrived at the east airlock we tried to tell them to go into it but they went up the mountain instead.  
As the screams began a single child dived into the airlock with a GS hot on her heels so we closed the airlock behind her before the demon got in.  
[Spoiler](#) (click to show/hide)



Slate 6th  
While the commotion was still going on between the dwarves who had become spawn and the demons a spawn ambush arrived from higher up on the mountain.  
We could tell this because around the mountain are small viewing holes so we know what is going on outside. I saw a dwarven mutant running back and forth seeming to get enraged and try to go and attack the spawn then once it could see the spawn it would flee in terror.  
[Spoiler](#) (click to show/hide)



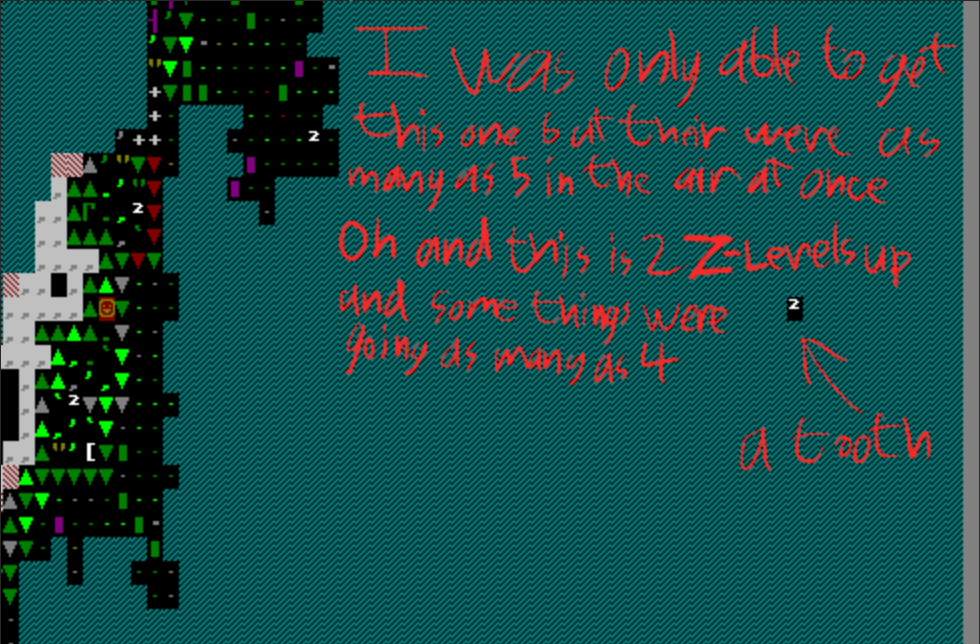


Spoiler (click to show/hide)



The battle was gut renching the spawn were tearing small bits and piece of each other off sending them dozen of urists into the air.

Spoiler (click to show/hide)

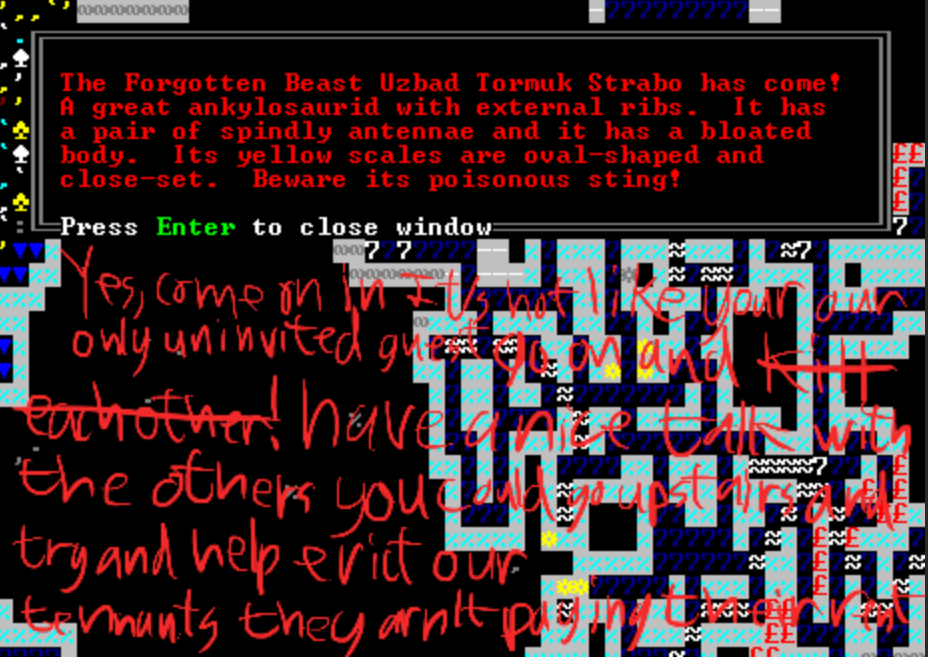


Spoiler (click to show/hide)



After the spawn was dead one of the demons began to chase the mutant all over the mountain  
The dark energies which make this place so dangerous were quite active over the week, because their were A lot of seething mist clouds  
were drifting around

Slate 23rd  
While the novelty of watch the spawn chase the mutant was beginning to wear thin another monster apeared in the depths in the cavern  
above us.  
[Spoiler \(click to show/hide\)](#)



Slate 25th  
We noticed the a single dwarf was still surviving out their and opened back up the airlocks just in case he might be able to make it in.

Felsite 2nd  
after running from the demons for several days the gem cutter turned into a spawn probably good he didn't make it inside.

Felsite 13th  
Of the 24 children sacrifices have been selected. We couldn't bring ourselves to take any of the babies from their mothers so there aren't on the list(there are only 4 anyways).  
Ral Athelkab, Age:27?, Sacrifice Note: recent Immigrant, possible contact with demons, possible danger.  
Tobul Konsarzes, Age:1, Sacrifice  
Iton Udistmuthkat, Age:1, Sacrifice  
Ingish Endokegar, Age:2, Sacrifice  
Cerol Dodoknish, Age:2, Sacrifice  
Atir Zasitasob, Age: another 2, Sacrifice  
Risen Ustirducim, Age: another another 2, Sacrifice  
Atis Kollorsith, Age: another another another 2, Sacrifice  
Reg Kengzuglar, Age:3, Sacrifice  
Vucar Rerraserith, Age:3, Sacrifice  
Olon Tholestalath, Age:3, Sacrifice  
Bembul Nilesrith, Age:3, Sacrifice  
Meng Morullolok, Age:3, Sacrifice  
Urdim Larrakust, Age:4, Sacrifice  
Erush Tiristmat, Age:4, Sacrifice  
Alath Vushkulet, Age:4, Sacrifice  
Likot Inodlegon, Age:4, Survivor  
Medtob Urdimidor, Age:5, Survivor  
Ingish Inethkadol, Age:5, Survivor  
Iden Enshalvucar, Age:5, Survivor  
Minkot Nishlikot, Age:5, Survivor  
Tun Gusilasiz, Age:5, Survivor  
Mebzith Isethasob, Age:10, Literal Survivor Note: I checked and yes Meb did survive the disaster it was about 7-8 years ago. and yes his parents are dead.  
Olin Ensebushat, Age:10, Literal Survivor Note: also yes and yes as above.

OOC: To later overseers please try and keep Mebzith and Olin alive they only have 6 more years.

Felsite 16th: An elven caravan arrived were going to open the southern airlock but I don't have high hopes.  
[Spoiler \(click to show/hide\)](#)



i forgot to get a picture before the banshees came.

Felsite 17th: A banshee army arrived my hopes for the caravan just dipped again.  
[Spoiler \(click to show/hide\)](#)



Their are a huge number of banshees outside they seem to swarm over the mountain side like locusts.

[Spoiler](#) (click to show/hide)



Felsite 18th: as the Banshees swarm around I notice the mutant is still out there and the banshees are chasing it. It didn't make it very long.

[Spoiler](#) (click to show/hide)



Strange it's been several days and the spawn don't seem interested in the banshees. They finally noticed on the 23rd and was quite the battle their weren't many spawn but that didn't matter they just shredded the banshees with only one casualty which I could see.

[Spoiler](#) (click to show/hide)





Spoiler (click to show/hide)



Hematite 4th:  
I manage to convince Besmar to open up the trap.  
Spoiler (click to show/hide)



I forgot to get a screenshot before the wall was removed.

Spoiler (click to show/hide)



Hematite 17th:  
Just as we were putting the sacrifice into the trap a forgotten beast came and attacked the demon we were trying to trap this might mess up our attempt to capture the demon.  
Spoiler (click to show/hide)



Nevermind the Demon won and we finished arming the trap.  
Spoiler (click to show/hide)



Now we wait  
Spoiler (click to show/hide)



Hematite 24th:  
While we waited some migrants showed up I don't feel they will make it. 4 actually made it inside.

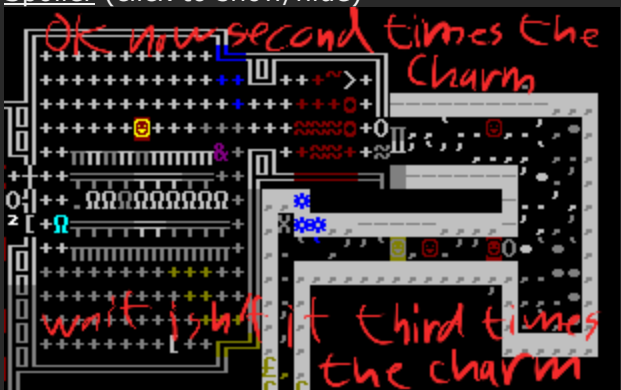
Hematite 27th:  
While getting the migrants inside the demon killed the child and didn't go inside the trap. Well the demon isn't in the trap so we can close the bridge, then reset and try again.  
[Spoiler](#) (click to show/hide)



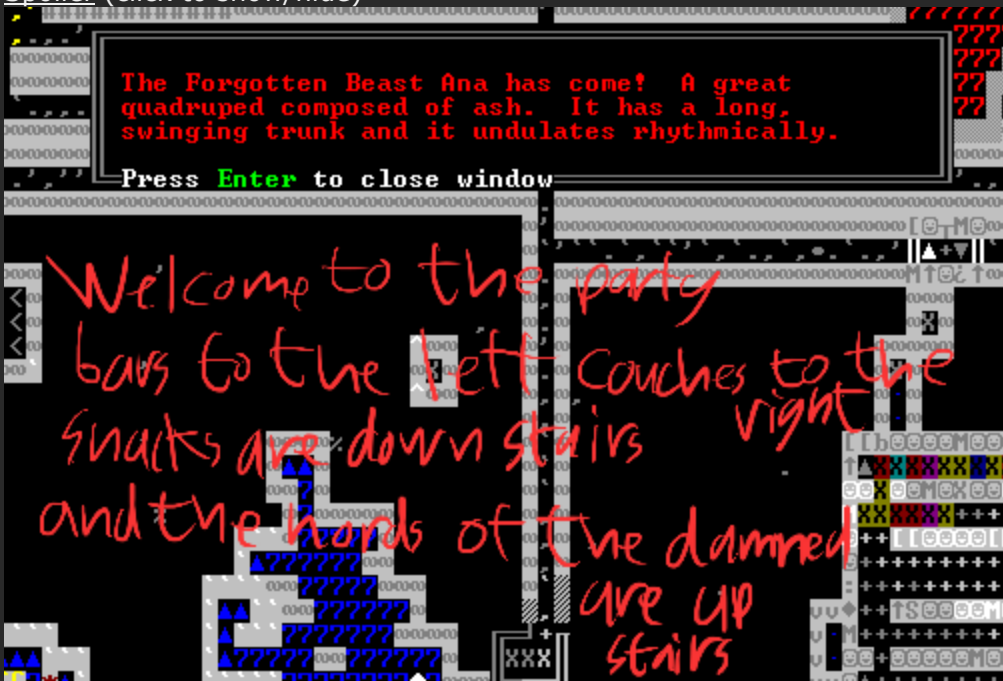
Hematite 28th:  
One of the migrants was standing on the bridge when it closed he didn't make it and a diagnoser we hadn't noticed came up to the bridge after it closed we'll try to get him in once we get the others in the airlock inside.  
He got inside just fine.

OOC: Sorry about the lack of screenshot of the migrants I was try to concentrate on the trap and forgot to get any. Oh and the reason the demon moved is because I expand the burrow around the corner a bit in hopes the demon would see the child and go after it, it worked but not in the way I intended.

Malachite 15th:Now with all of those distractions out of the way lets try again.  
[Spoiler](#) (click to show/hide)



Malachite 22th: While waiting another forgotten beast showed up it is of little importance right now.  
[Spoiler](#) (click to show/hide)



Galena 2nd: Come on demon were running out of time.  
[Spoiler](#) (click to show/hide)



Limestone 1st: day...45 The damned demon still won't budge I think were going to have to call this plan a bust but if demons are this inattentive... I think I have another plan.

OOC: My plan is quiet simple, send in masons to wall of sections of the old fort from the demons. The problem I can see with this is that the Greater Spawn might notice a group better then a single dwarf. So I think we might be able to send in the sacrificial children to lure the demons away from spots we want to claim. It has a much higher chance of going wrong and killing several dwarves but the rewards will hopefully be worth it. This will be plan B, I thinking we can also put down Dolosus's release the forgotten beasts on them as plan C, if B goes wrong.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **DolosusDoleus** on **May 20, 2016, 09:34:34 am**

You see, if we were going to sic the FBs on the Greateer Spawn it has to be done carefully. If the FBs get to the surface, we can kiss goodbye any hope we had of reclaiming it.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **May 20, 2016, 10:16:36 am**

There's a very simple solution to not letting the FBs onto the surface: lure the spawn underground and raise a bridge behind them, then wall off any possible surface access (including bridges) in the old fort. Then we unleash the FBs and we're all (hopefully) alright.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Crashmaster** on **May 20, 2016, 10:59:55 am**

I imagine that to Mebzith and Olin, Clobbermountains is an entirely normal moutainhome without any incidences of note.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Taupe** on **May 20, 2016, 11:48:38 am**

Quote from: chaotic skies on May 20, 2016, 10:16:36 am

There's a very simple solution to not letting the FBs onto the surface: lure the spawn underground and raise a bridge behind them, then wall off any possible surface access (including bridges) in the old fort. Then we unleash the FBs and we're all (hopefully) alright.

Are roaming FB a negative thing...?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **May 20, 2016, 12:14:10 pm**

If we unleash them on the surface we're not getting any more immigrants for a very long time. However long it takes for whatever enemies we have nearby to kill them, and unless we suddenly get a bunch of waves of Spawn, it's going to take a while. Assuming we can't get them confined again.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Crashmaster** on **May 20, 2016, 01:53:36 pm**

We got migrants just fine with the Greater Spawn unleashed unto the surface. His Gaudiness' order was to re-take our rightful moutainhome with the only caveat being, '**most of the old fort will still be vaguely-intact.**' Besides the entire FB vs. GS plan works on the fact that the FB's can be killed by crossbow fire from fortifications while the GS's would just screech the dwarves through the fortifications. The FB's track record 1v1 against GS's has so far been rather poor though.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **May 20, 2016, 02:00:14 pm**

Alright, good point. But they probably won't 1v1 the GS; it'll be more like 3 or 4v1. Don't we have around 10 FB's hidden around the fort?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **TheFlame52** on **May 20, 2016, 02:02:27 pm**

Quote from: chaotic skies on May 20, 2016, 02:00:14 pm

Alright, good point. But they probably won't 1v1 the GS; it'll be more like 3 or 4v1. Don't we have around 10 FB's hidden around the fort?

Around? They're literally all on one tile.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **May 20, 2016, 02:09:28 pm**

Quote from: Aldraglienon on May 20, 2016, 01:20:46 am

His Gaudiness has demanded that I try and reclaim the lost part of the fort. After talk with those with more knowledge then me I have decided to try and separate and trap the demons. Which will also follow his gaudiness's command of getting rid of some of the children.

Good to see someone finally remembered that His Gaudiness is a psychotic tyrant on top of being the most useful worker in the fortress and an all-around paragon of dwarfhood. ~~although, it occurs to me that he may well end up dying of old age before the fort does at this rate~~

Some of the writing in the screenshots is a bit difficult to read (pity, because most of it's hilarious); I'm not sure which program you're



using, but if it's Gimp or something similar you should put the text on separate layer on top of the screenshot, then put another layer inbetween to fill in a background underneath the writing (You can also use Gimp's color selector, Grow Selection, and flood-fill functions to give the text a black outline underneath, which is what I personally do). That said;

Quote

Slate 23rd

While the novelty of watch the spawn chase the mutant was beginning to wear thin another monster apeared in the depths in the cavern above us.

Spoiler (click to show/hide)

The Forgotten Beast Uzbado Tormuk Strabo has come!  
A great ankylosaurid with external ribs. It has  
a pair of spindly antennae and it has a bloated  
body. Its yellow scales are oval-shaped and  
close-set. Beware its poisonous sting!

Press Enter to close window

Yes, come on in It's not like your our  
only uninvited guest go on and kill  
each other! have a nice talk with  
the others you could go upstairs and  
try and help evict our  
tennants they arn't paying their rent

[Yes, come on in It's not like your our only uninvited guest go on and kill each other! have a nice talk with the others you could go upstairs and try to help evict our tennants they arn't paying their rent]

This made me actually laugh out loud and thus has earned its place in the quotes bank (with the accompanying caption for ease of reading).

I would like to submit that a single GS absolutely shredded a cave dragon 1v1 while sustaining minimal injuries, and they are basically immune to noxious substances so most FBs probably won't fare much better. HOWEVER, I'm pretty sure they aren't web-immune, so a webber FB should be able to hamper them significantly. Also, they seem to be able to be overwhelmed by large groups of weaker foes, so sending 4 or 5 FBs after them would probably work, although the FBs will likely still sustain heavy casualties.

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **chaotic skies** on **May 20, 2016, 02:42:01 pm**

So we're solving two problems at once then?

Title: **Re: (34.11 Succession) Clobbermountains -- Literally Begging For Players**  
Post by: **Mr Frog** on **May 20, 2016, 02:48:36 pm**

Quote from: chaotic skies on May 20, 2016, 02:42:01 pm

So we're solving two problems at once then?

I'm just concerned that we'll run out of FBs before we do GS.

Also, while trawling through the thread to collate Aldra's updates, I stumbled on this gem:

Quote from: Crashmaster on May 01, 2016, 07:46:42 pm

Seconded.

Can we get a Therapist screen of current kids by age so we can decide on a minimum age for children we don't want turned?

Also can someone draw a dwarfy, "You must be <-This tall, to live," sign picture pls :)

I think we have a new thread title, dudes.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **chaotic skies** on **May 20, 2016, 03:25:11 pm**

Well, if you're not <-This tall, you're not needed :P

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Taupe** on **May 20, 2016, 04:15:37 pm**

From my experience with Whisperwhip, normal demons, even the lamest and fragile ones, will outright annihilate all but the most badass of FB on a bad day. Not sure about the modded greater spawn, but vanilla demons are laughing at 97 percent of beasts thanks to thwir syndrome immunity.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Sanctume** on **May 20, 2016, 04:26:50 pm**

How would a titan husk fare against a demon?

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Taupe** on **May 20, 2016, 04:40:11 pm**

Quote from: Sanctume on May 20, 2016, 04:26:50 pm

How would a titan husk fare against a demon?

They are both unkillable except from massive damage. At this point the winner is he largest, strongest and fastest one, unless the other is lucky. Long and exhausting fight either way, full of missing parts, scars and broken bones. The demons slowly heal, while the parts of the husk can animate. Interesting matchup in any case.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog** on **May 20, 2016, 05:11:52 pm**

Quote from: Sanctume on May 20, 2016, 04:26:50 pm

How would a titan husk fare against a demon?

This question is mostly academic at the moment, as neither the husks nor the demons in this fort are standard.

E: Also I checked, and as far as I can tell I did in fact forget to make the clowns web-immune. So, if we happen to have any web-spinning FBs farting around, y'all can go ahead and tie the fuckers up (perhaps as part of a cage trap?). I believe we actually reclaimed our FB web farm a while back with the beast within still unharmed, although I'd rather keep that particular one if at all possible -- giving up an easy source of free cloth seems less-than-appealing to me.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Aldraglienon** on **May 21, 2016, 12:09:37 am**

Wow you guys had quite the discussing while I was asleep.

Quote from: Mr Frog on May 20, 2016, 02:09:28 pm

Some of the writing in the screenshots is a bit difficult to read (pity, because most of it's hilarious); I'm not sure which program you're using, but if it's Gimp or something similar you should put the text on separate layer on top of the screenshot, then put another layer inbetween to fill in a background underneath the writing (You can also use Gimp's color selector, Grow Selection, and flood-fill functions to give the text a black outline underneath, which is what I personally do). That said;

Quote

Slate 23rdWhile the novelty of watch the spawn chase the mutant was beginning to wear thin another monster apeared in the depths in the cavern above us.  
[Spoiler](#) (click to show/hide)

This made me actually laugh out loud and thus has earned its place in the quotes bank (with the accompanying caption for ease of reading).

Thanks, I see you like my sarcasm from what I understand do more, got it, but use better writing. One of the reasons it's so bad is because I don't normally write with my drawing tablet. :P  
I used to use gimp but I found a program named Krita(which was original a gimp hack but has evolved sense then) recently which better meets my needs for art, I checked and it does have a text tool I'll use that and will use your suggestion to make the text more clear.

Oh and my writing for the second forgotten beast reads: *Welcome to the Party bars to the left couches to the right snacks are down stairs and the hords of the damned are up stairs.*

If you don't get it most of the Forgotten beasts are lounging on the second cavern layer with the dwarves below and the GS above. Thought that one might be a bit subtle.

Quote from: Mr Frog on May 20, 2016, 02:48:36 pm

Quote from: Crashmaster on May 01, 2016, 07:46:42 pm

Seconded.  
  
Can we get a Therapist screen of current kids by age so we can decide on a minimum age for children we don't want turned?  
  
Also can someone draw a dwarfy, "You must be <-This tall, to live," sign picture pls :)

I think we have a new thread title, dudes.

After my first play session I actual decide to do some art and did this.  
[Spoiler](#) (click to show/hide)



It is not finished if I had to guess how complete it is I would say about 1/3.  
Yes the anatomy isn't that great, I haven't done any human anatomy practice in about a month, been drawing dragons. Also, the color probably won't be that good either, when I get to it. More because I don't have enough practice at color then I don't know what to do. Actually that pretty much the same for my anatomy to, I know what I need to do, I am just not that good at doing it, yet.

Edit: Forgot to respond to this.  
[Quote from: Crashmaster on May 20, 2016, 10:59:55 am](#)

I imagine that to Mebzith and Olin, Clobbermountains is an entirely normal moutainhome without any incidences of note.

If my calculations are correct they were either two or three when we lost the old fort so the probably don't remember any more if it weren't for all the stories they have heard, then again they might have never seen any spawn in the evacuation because if they saw any spawn I am sure they would remember at least a little bit.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog on May 21, 2016, 12:33:54 am**

[Quote from: Aldraglienon on May 21, 2016, 12:09:37 am](#)

Thanks, I see you like my sarcasm from what I understand do more, got it, but use better writing. One of the reasons it's so bad is because I don't normally write with my drawing tablet. :P

Not really just the sarcasm itself; rather, what got me was how you expanded the ironic casting of the FB as an unexpected but welcome guest into a larger metaphor in which the Greater Spawn were cast as squatters in our property which our "new friend" could aid in evicting. (I hope that made sense; I feel like it didn't) It was very novel.

THAT SAID

You can't really build the Perfect Gag™ from the ground up. I've tried. It doesn't work. Just be you, dude. I think the best humor comes when you express thoughts that only you could have thought, if that makes sense. ~~And I think I'll stop there because I'm sounding more and more like a motivational poster~~

Also the writing wasn't *too* illegible on its own; the problem was that there wasn't enough contrast with the substrate, so the letters were hard to make out.

Quote  
I used to use gimp but I found a program named Krita(which was original a gimp hack but has evolved sense then) recently which better meets my needs for art, I checked and it does have a text tool I'll use that and will use your suggestion to make the text more clear.

~~yessss krita master race REPRESENT~~

I agree that Krita is amazing, although I personally prefer Gimp for simple things like screenshot editing or sprite art (~~if only because I still haven't fully figured out how to work Krita~~).

Quote  
Oh and my writing for the second forgotten beast reads: *Welcome to the Party bars to the left couches to the right snacks are down stairs and the hords of the damned are up stairs.*  
If you don't get it most of the Forgotten beasts are lounging on the second cavern layer with the dwarves below and the GS above. Thought that one might be a bit subtle.

It wasn't too subtle.

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Your artwork is greatly appreciated, dude. I like the axe wedged into the height chart, along with other details like the one dwarf's missing leg and the state of everyone's clothes.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Aldraglienon** on **May 21, 2016, 01:11:42 am**

Quote from: Mr Frog on May 21, 2016, 12:33:54 am  
Not really just the sarcasm itself; rather, what got me was how you expanded the ironic casting of the FB as an unexpected but welcome guest into a larger metaphor in which the Greater Spawn were cast as squatters in our property which our "new friend" could aid in evicting. (I hope that made sense; I feel like it didn't) It was very novel.

Yah that one was pretty good, it has deep levels of meaning! :P  
truthfully I have heard the squatters metaphor applied to a variety of DF related situations and I thought it would be perfect for the situation which is why I used it. But then again, a lot of stuff is made from redoing things which we've heard or seen before.

Quote from: Mr Frog on May 21, 2016, 12:33:54 am  
You can't really build the Perfect Gag™ from the ground up. I've tried. It doesn't work. Just be you, dude. I think the best humor comes when you express thoughts that only you could have thought, if that makes sense. ~~And I think I'll stop there because I'm sounding more and more like a motivational poster~~

I kind of already know this, I come from a family with many smartasses (so most mundane puns don't work on any my relatives) and when ever I tried to force a joke because I felt it was the perfect situation for one but could think of anything it generally fell flat so I try not to do that any more.

Quote from: Mr Frog on May 21, 2016, 12:33:54 am  
Your artwork is greatly appreciated, dude. I like the axe wedged into the height chart, along with other details like the one dwarf's missing leg and the state of everyone's clothes.

If you pay attention the dwarf with the missing leg is holding up the tablet because the other dwarf is missing an arm.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Aldraglienon** on **May 24, 2016, 04:17:39 am**

Limestone 2nd:  
After much deliberation I have decided to try for the old main industry section for my new plan, it only has one GS in it and if we can lure it out and block off the area we can reclaim an incredible amount of wealth and materials.  
Spoiler (click to show/hide)



Limestone 15th:  
While we working on the expedition into the old fort a gem crafter began a mysterious construction most likely will be useless but worth a kings ransom.

Limestone 18th:  
Some migrants arrived opened up the southern airlock so they have a chance. I hope they make it in.

Limestone 21st:  
The gem cutter completed the artifact useless but pricey just like I thought.  
[Spoiler](#) (click to show/hide)

Thîkut Okirstâkud, Gem Setter has created Okangenshal, a perfect claro opal!

Press Enter to close window

Limestone 22nd:  
One of the migrants has refused to budged but we do have 3 in the airlock so were going to accept what we can get.

Sandstone 5th:  
The airlocks are ready now I just need to open up the north one, then select the expedition members.  
I have sent Urist to go and open up the airlock to the old fort.  
[Spoiler](#) (click to show/hide)

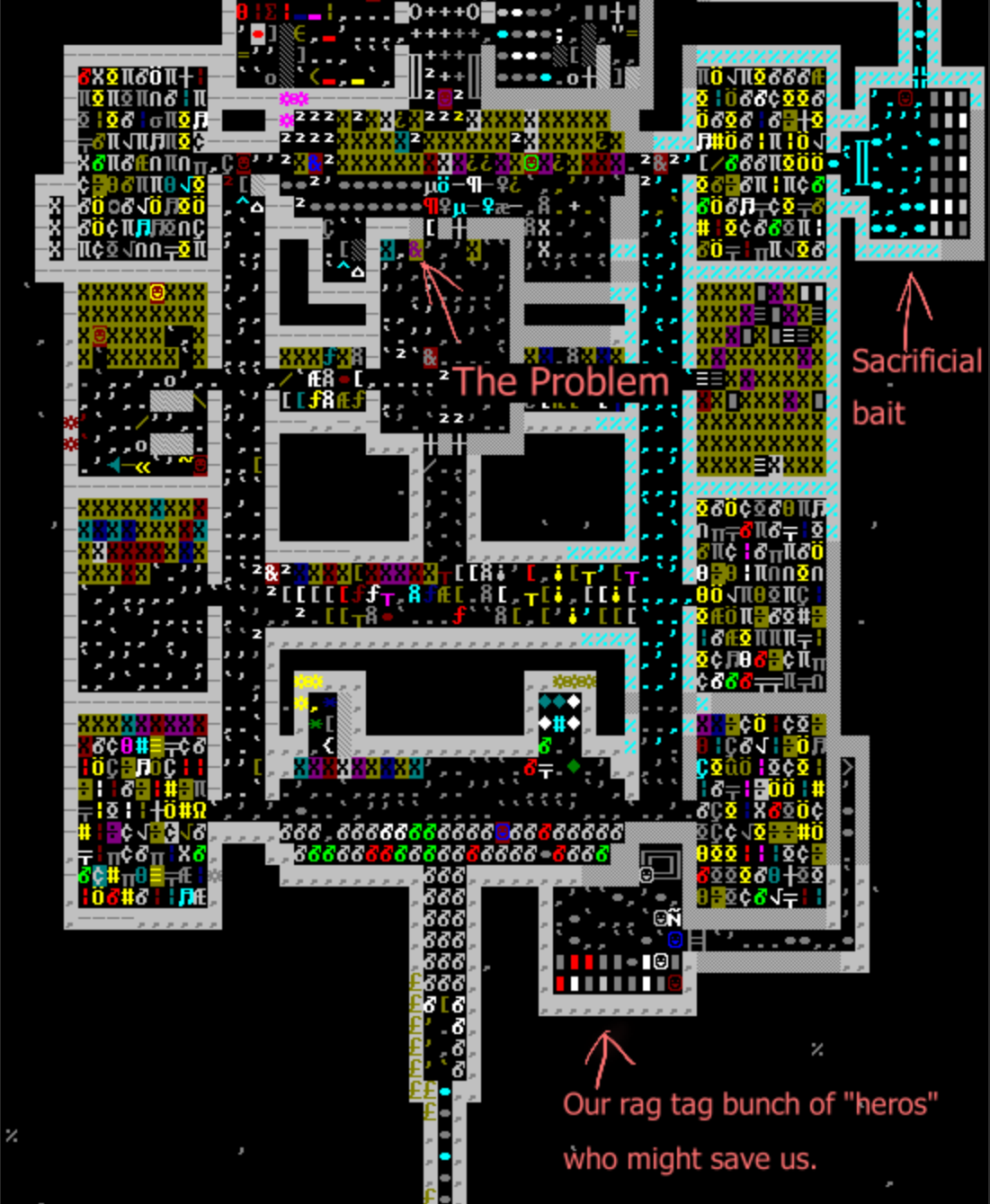


Sandstone 10th:  
Another forgotten beast joined the club on in the second cavern good for it.  
[Spoiler \(click to show/hide\)](#)

The Forgotten Beast Ozstag Asngek Gusmul has come! A huge hairy newt. It has thin wings of stretched skin and it squirms and fidgets. Its slate gray hair is long and shaggy. Beware its poisonous bite!

Press **Enter** to close window

Timber 12th:  
We finally have the bait ready and have the expediton force prepared.  
The expedition consists of Chaotic Skies, Besmar, Flame, mastercrasher, Tun one of our survivors who was following her mother flame and got stuck in the airlock, and Minkot a ghostly weaver who is haunting one of the people in the airlock for some reason.  
[Spoiler \(click to show/hide\)](#)



Oh and Besmar's billy goat which jumped into the airlock at the last second.



Timber 15th:  
Uh I don't know what happened but the spawn just vanished after the sacrifice tried to hid from it...  
Nevermind it went up a stairway I missed. That changes my plans...

Timber 17th:  
Banshee army arrived going to ignore it because dangerous work down below.

Timber 27th:  
We finally finished off the reclamation of the production area. I was having trouble give orders through the bridges so we abandoned a small area around the stairs because there were demons a level up which could spot us. Plus there were reports of a stair way not on my maps which could cause serious problems if we attempted to try and take that zone.

[Spoiler](#) (click to show/hide)



Moonstone 1st:  
Winter arrives on us we have had great fortune last season now we must bury the dead who have lain unmemorialized for so long.

OOC: The expedition was hair raising but it went with only minor problems. After checking around the old fort I have not found any demons in the upper levels which means if I disconnect the main stair well above where the demons are we should be able to recover most of the upper fortress all the way to the inner gate. I had originally planned to cut the demon problem in two on the old production level by cutting the main stair their but I missed a stairway which put an end to that idea. And sorry about the lack of pictures I was concentrating on trying to recover the level and didn't take many.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Taupe** on **May 24, 2016, 09:58:45 am**

Ballsy plan is ballsy. I like your style...

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Crashmaster** on **May 24, 2016, 11:49:33 am**

Oh THAT stairway. Come to think of it, that stair was to service a pump stack from the old fort's caverns water supply that our camp of survivors has tapped into and as such may be somewhat of a connection between the two forts still. Hope the greater spawn went *up* it.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog** on **May 24, 2016, 01:11:10 pm**

ITT: The fort nearly ends because we all mistook a staircase for a couple of bins

All that glorious forgotten wealth and yet what I'm most excited about is finally getting those fucking corpses cleaned up after so long

E:

[Quote from: Crashmaster on May 24, 2016, 11:49:33 am](#)

Oh THAT stairway. Come to think of it, that stair was to service a pump stack from the old fort's caverns water supply that our camp of survivors has tapped into and as such may be somewhat of a connection between the two forts still. Hope the greater spawn went *up* it.

shit.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Taupe** on **May 24, 2016, 01:45:00 pm**

WELCOME TO CLOBBERMOUNTAINS!  
No demon incident since:  
3  
0  
turns!

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **TheBiggerFish** on **May 24, 2016, 01:54:49 pm**

[Quote from: Taupe on May 24, 2016, 01:45:00 pm](#)

WELCOME TO CLOBBERMOUNTAINS!  
No demon incident since:  
3  
0  
turns!

To the sig with ye!

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **TheFlame52** on **May 24, 2016, 02:16:35 pm**

I love this fort.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog** on **May 24, 2016, 02:17:20 pm**

[Quote from: TheBiggerFish on May 24, 2016, 01:54:49 pm](#)

[Quote from: Taupe on May 24, 2016, 01:45:00 pm](#)

WELCOME TO CLOBBERMOUNTAINS!  
No demon incident since:  
3  
0  
turns!

To the sig with ye!

Whenever someone sigs something from this thread I feel like a proud uncle.

*"I was tangentially relevant to this. From a certain point of view, I can almost be considered responsible for it happening."*

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **chaotic skies** on **May 24, 2016, 03:40:32 pm**

We're only here because of you. So you could be considered responsible, I guess :P

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog** on **May 24, 2016, 06:04:34 pm**

[Quote from: chaotic skies on May 24, 2016, 03:40:32 pm](#)

We're only here because of you. So you could be considered responsible, I guess :P

Nah bro, I just keep this shit running. Y'all are the ones who make the Magic<sup>™</sup> happen -- "Magic<sup>™</sup>" here being defined as "gut-wrenching catastrophes and crimes against human decency".

Y'all are a good crowd, dudes. Thanks for making this fort what it is.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Taupe** on **May 24, 2016, 06:38:52 pm**

[Quote from: Mr Frog on May 24, 2016, 06:04:34 pm](#)

"Magic<sup>™</sup>" here being defined as "gut-wrenching catastrophes and crimes against human decency".

Tis okay, they are *dwarves*.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **chaotic skies** on **May 24, 2016, 08:33:09 pm**

I love this forum.

"HELP! We've literally unleashed hell upon the world, and it back fired!"

The normal response? "What were you expecting?"

The Bay12 response? "Cool, can I join?"

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **TheBiggerFish** on **May 24, 2016, 09:14:50 pm**

Quote from: Mr Frog on May 24, 2016, 06:04:34 pm  
"Magic<sup>tm</sup>" here being defined as "gut-wrenching catastrophes and crimes against human decency".  
Hey look! More siggable stuff!

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Aldraglienon** on **May 24, 2016, 10:22:30 pm**

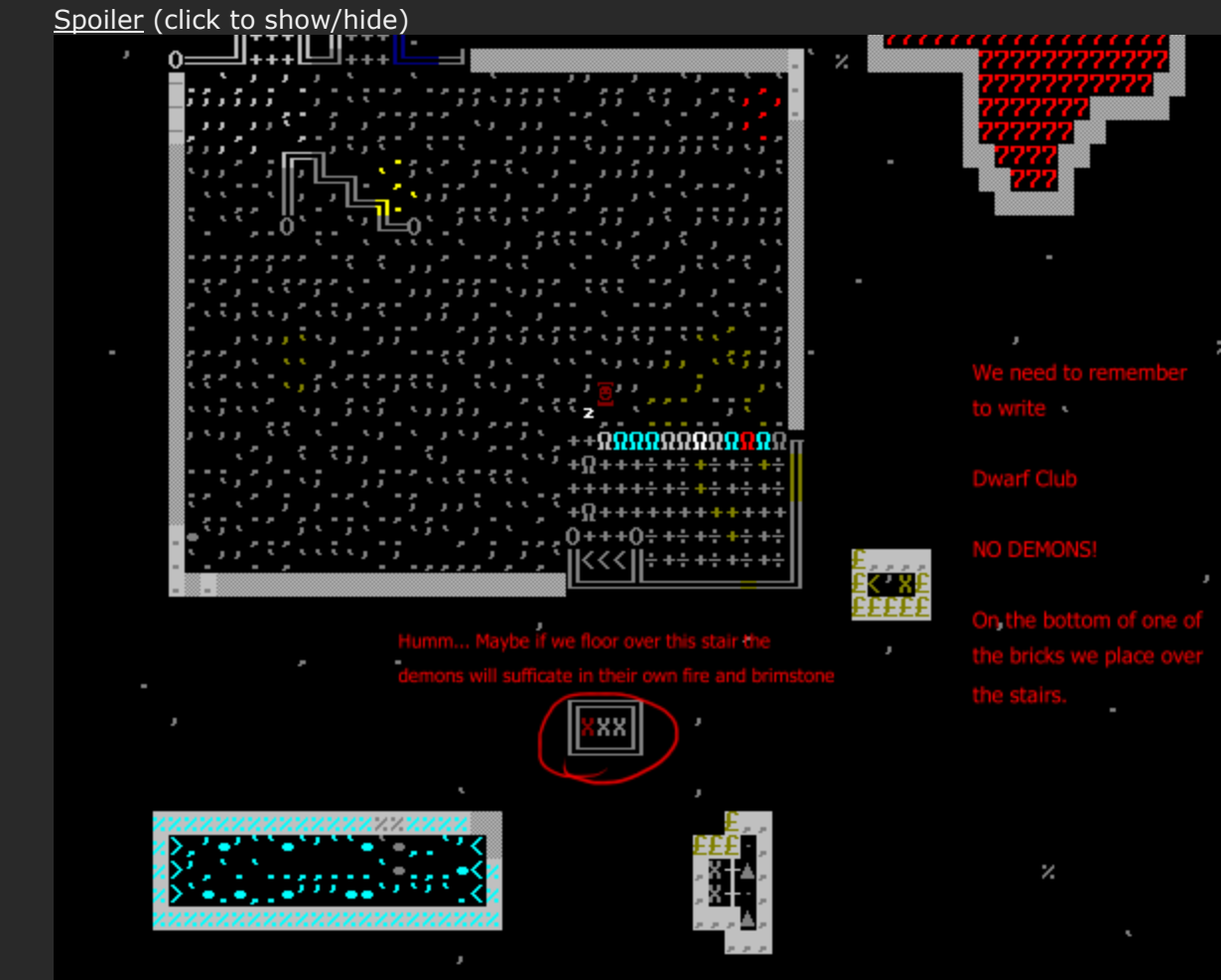
Quote from: Mr Frog on May 24, 2016, 01:11:10 pm  
Quote from: Crashmaster on May 24, 2016, 11:49:33 am  
Oh THAT stairway. Come to think of it, that stair was to service a pump stack from the old fort's caverns water supply that our camp of survivors has tapped into and as such may be somewhat of a connection between the two forts still. Hope the greater spawn went *up* it.  
shit.  
Don't worry it only went up a single level then stopped and hasn't moved since then.  
Truthfully the spawn almost got the bait in such a way it would have stayed on that level and I was trying to use the bait to get it off the level. So it worked, but I was hoping it would go far enough away from any the staircase so I could mine it out and wall it off, that part didn't work out, because it went up one level and stopped on the staircase. If I try to mine the staircase out their is a good chance that it will notice and eat anyone I send to try.  
  
I should have the save up later today and if I'm efficient (hehe yah right) I might also have a write up too.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Aldraglienon** on **May 25, 2016, 09:22:44 pm**

Sorry about the delay, <http://dff.d.bay12games.com/file.php?id=12081>, I had a bit of a disaster.. And was so tired afterward I went right to bed and forgot to upload the save, I should have a write up in a few hours.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Aldraglienon** on **May 26, 2016, 01:08:25 am**

Ok, let's get this train wreck to the next station then I can pass it on to the next conductor.  
  
Moonstone 2nd: While make coffins to shovel corpses into, I have decided to catalog all the important levels and what I should try to recover first.



Here is the level where I plan to cut off the main staircase regaining access to the main gate, an armory, and a strange lava based device. I have also checked and their should be no Spawn above this point in the fortress.  
Recovery: Vital

Spoiler (click to show/hide)





Probably one of the most valuable tombs in the entire fortress to one Marksdorf Pisskop, I have no idea why but for some reason he was given a small but incredible valuable tomb with gold furniture and gem windows. To recover it intact we will need to claim another level. Recovery: Extreme preferably intact

OOC: I messed up and didn't save the image for this level properly , I can't say much more because it would spoil later parts of the update. However some good images of this level will show up below.  
To require the tomb we will need to recover this level, the second cavern entrance, which would be nice to recover for other reasons. There are dozens of forgotten beasts in the caverns which could be a problem, luckily the only visible forgotten beasts near the entrance are trapped away from most of the area and shouldn't bother us even if something goes wrong. This will be a very dangerous but valuable grab.  
Recovery: Extreme

[Spoiler](#) (click to show/hide)



While it possesses extensive engraving and a dozen gold statues there are simply more valuable targets. Recovery: Low

[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)

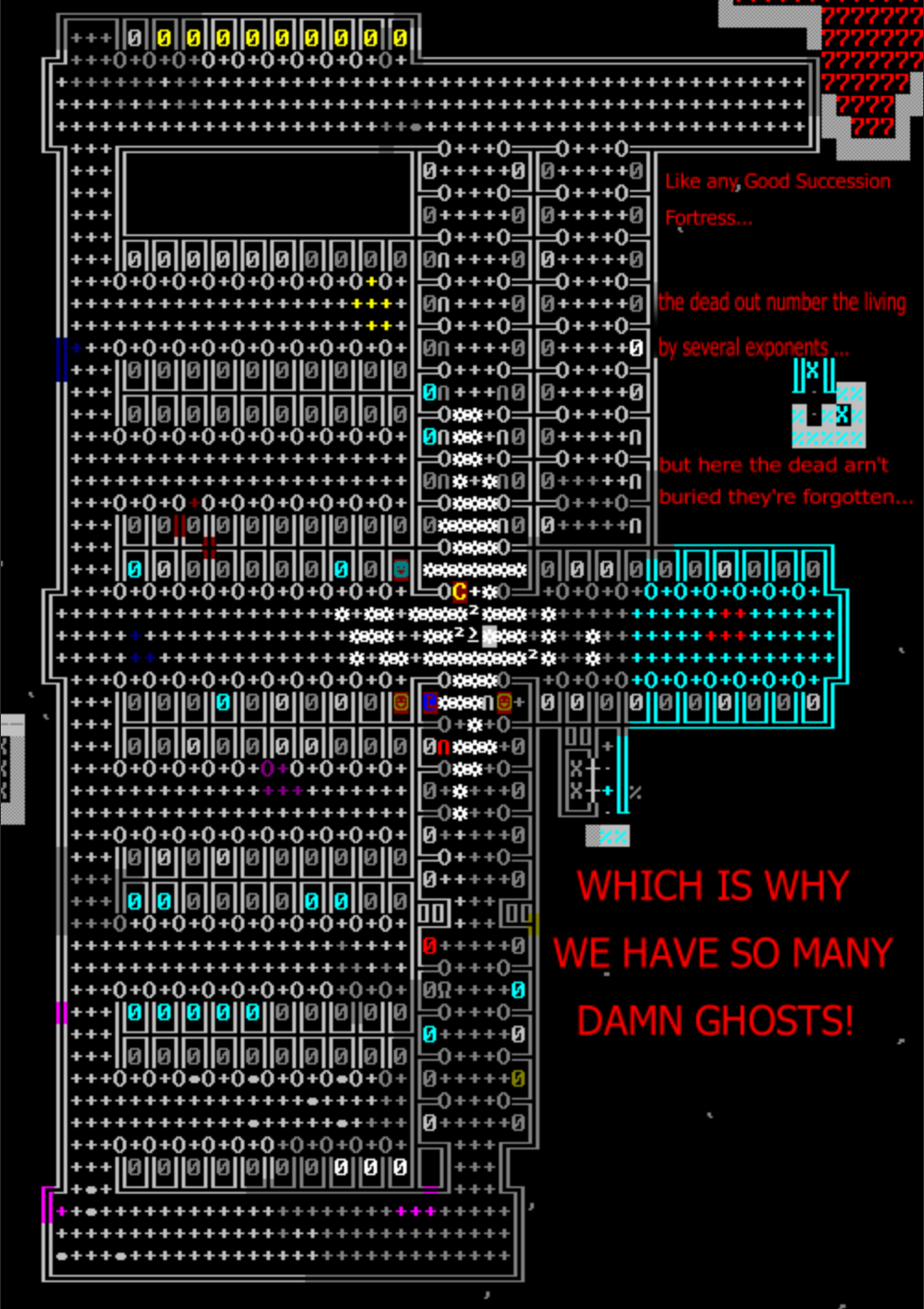


[Spoiler](#) (click to show/hide)



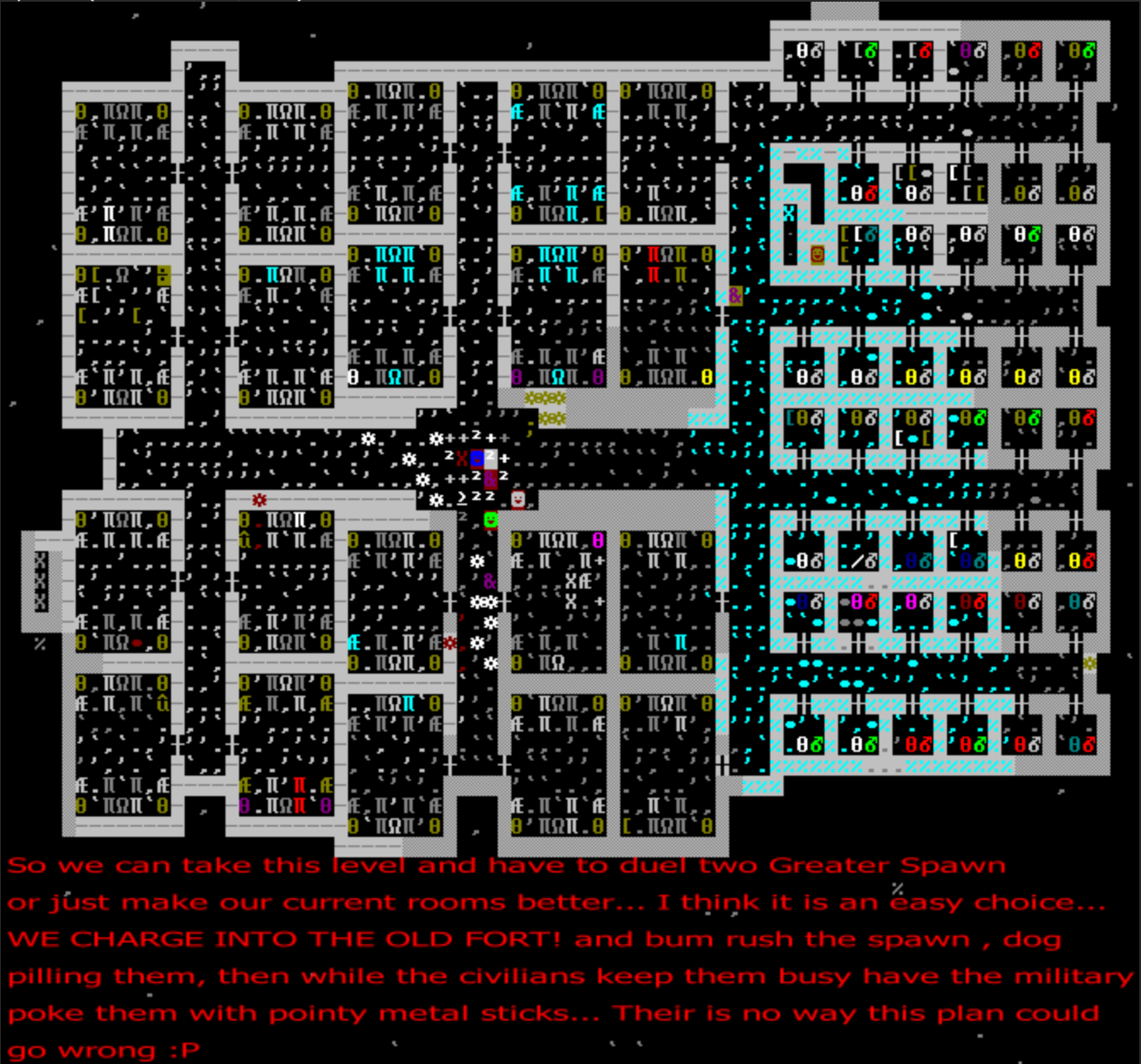
These rooms which are all together appear to be the old noble quarters while possessing great wealth, no spawn on two of the levels, and a tomb which I am sure His Gaudiness would like, the room with all three GS huddling together, and a better grab then the single room there are simply more important targets to grab first  
Recovery: Mid

[Spoiler](#) (click to show/hide)



I think we can probably let the ancestors lie in peace while it would be nice to recover it is not a priority.  
Recovery: Low

[Spoiler](#) (click to show/hide)



We already have our own rooms will not as nice as these we can make them better, our rooms also don't have two Greater Spawn lounging out in the halls.  
Recovery: Low

[Spoiler](#) (click to show/hide)





This appears to be a level for making soup so it isn't that important however it does have some levers which might be good to acquire, will be hard to recover however because their is a spawn hovering above the second staircase near the main Staircase.  
Recovery: Mid

[Spoiler \(click to show/hide\)](#)



This level has a large and varied food stockpile which could be nice to acquire, however there are two spawn here which is a pretty big problem and the one standing on the staircase here is the one which makes the Soup level (which is two levels down) second stair dangerous.

Recovery: High

OOC: When I uploaded the above image I noticed a spelling error it is me not my.

This should be all the important levels their are a lot more but none have quiet as much wealth or value as these ones.

Moonstone 13th:

While waiting for our miner to make his way to the point where we're going to breach the mainstair I have begun placing coffins so we can bury all the corpses that are in the industry level.

[Spoiler \(click to show/hide\)](#)



Moonstone 27th:

My plans to block off the main staircase have hit a snag because I don't have anyone available to do it. Getting the old industry level cleaned up is taking up all the forts dwarf power. Oh and the Hammerer has just been taken by a mood.

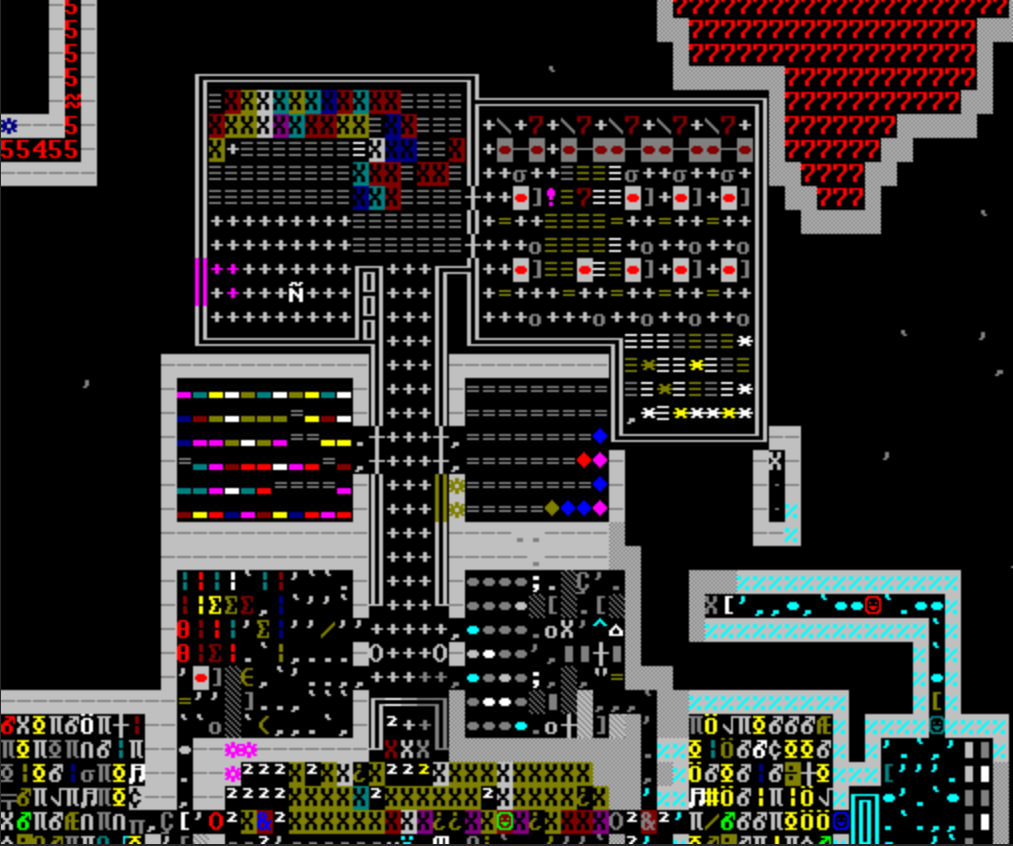
[Spoiler \(click to show/hide\)](#)



Moonstone 28th:

Our moody dwarf has claimed a magma forge which brings great hope for something awesome and great possibility for despair and disappointment

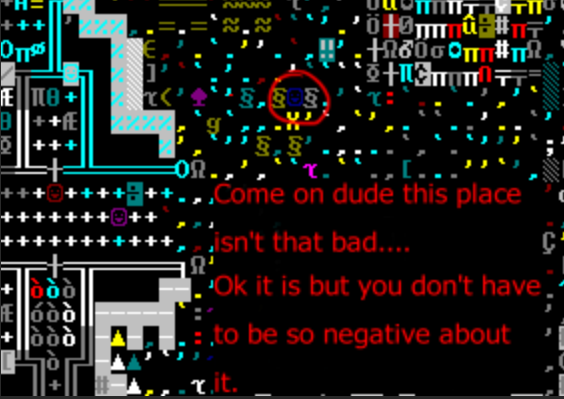
Spoiler (click to show/hide)



Opal 11th:

Still waiting for a miner/mason to clear up. Besmar Morulas, a migrant, has been sitting in the middle of our little cavern in a stat of starvation, dehydration, depression, and tantrums every once in a while, looks like this Mad fort broke another dwarf.

Spoiler (click to show/hide)



Spoiler (click to show/hide)

Idlers: 0

Besmar Möruläs, Fishery Work

"Besmar Pagecave"

upper body Just because all your

lower body buddies died when

head they migrated here

right upper arm doesn't mean you

left upper arm need to be so

right lower arm melancholy

left lower arm Starving

right hand Dehydrated

left hand Very Unhappy

right upper leg

left upper leg

right lower leg

left lower leg

right foot

left foot

g:Gen i:Inv p:Prf w:Wnd z:St

ESC: Done f: Follow

Spoiler (click to show/hide)

Besmar Möruläs, Besmar Pagecave, Fishery Worker

Besmar Möruläs has been very unhappy lately. She has been dehydrated lately. She has complained of thirst lately. She has been starving lately. She was woken by noise while sleeping lately. She received water recently. She slept in the grass recently. She has complained of hunger lately. She admired a fine Restraint lately. She is depressed about being confined.

She is married to Doren Savagemirrored and has 7 children: Doren Drumwinds, 'Hightower' Pulleyppaged the Lone Trust of Glazes, Thob Puretowers, Ingish Pagedbolts, Fikod Hatchetrhymes, Olin Oarlauds and Uucar Greatestroom. She is the daughter of Erith Coloredcraft and Iden Glowpaint. She is an ardent worshipper of Tumam.

She is a citizen of The Torrid Lash. She is a member of The Everlasting Bodices. She is a former member of The Excavated Spear. She is a former member of The Cunning Furnaces. She is a former member of The Peaceful-Faith of Mirth. She arrived at Avédonol on the 24th of Hematite in the year 216.

She is one hundred twenty-five years old, born on the 24th of Sandstone in the year 91.

She is skinny. She has very round chin. Her hair is clean-shaven. Her sepia skin is wrinkled. Her ears are somewhat broad. Her eyes are heliotrope.

She is slow to tire, but she is quite clumsy.

Besmar Möruläs likes galena, tin, indigo tourmaline and hatch covers. When possible, she prefers to consume giant hare and fisher berry wine. She absolutely detests oysters.

She has great creativity, a very good sense of the position of her own body and a feel for music, but she has poor focus.

She often feels discouraged. She is self-conscious. She occasionally overindulges. She is very friendly. She has a good awareness of her own emotions. She is highly adventurous and loves fresh experiences. She is candid and sincere in dealings with others. She takes time when making decisions. She tends to stretch out when she's bored. She inhales sharply when she is angry. She needs alcohol to get through the working day and is starting to work slowly due to its scarcity. She does not mind being outdoors, at least for a time.

A short, sturdy creature fond of drink and industry.

You clearly haven't seen enough nice chairs just walk over to the dining hall all the chairs are over there.

Opal 17th:  
Will trying to work on the staircase Besmar died, oh well back to the project.

Spoiler (click to show/hide)

Whelp everyone back to work

nothing to see here.

Mad dorf just died nothing

unusual

Opal 20th:  
I have finished flooring over the mainstair now just need to connect us to the upper fort.

Spoiler (click to show/hide)

This reclaimation attempt went so well!

All the others will definatly go as well!

:P

Opal 24th:  
We now have access to the upper levels I am not going to clean it up because I have other areas to claim the next overseer can tidy things up I will however wall off some spots I think things might be able to get into the fort from though.

Spoiler (click to show/hide)





Obsidian 1st:  
Uh for some reason our cook dropped dead right in the middle of the fort... that's probably bad.  
[Spoiler \(click to show/hide\)](#)



OOC: I think this was forgot beast syndrome from one of the levels we opened up, my successor should probably work on cleaning up the levels we have recovered.

Obsidian 12th:  
I had urist, one of our miners, go into the second cavern entrance level. After wall off the way behind himself, He managed to block off the cavern entrance and blocked in a cavern ogre that might have caused problems, we now have the second cavern entrance and the gem window tomb secured, for now I will have him go and remove the wall which blocks us off from disaster.



OOC: I wrote the blocks us off from disaster part before the disaster happened as part of my notes I think I kinda jinxed it.

Obsidian 13th:  
CRAP! Urist wandered through a staircase I missed and went all the way up to where my first trap is. He was trying to get food from the stockpile in the old fort now he is in combat with a demon! I going to put him into a squad and have him fight the demon, while we try to wall of the path he took!



Obsidian 15th:  
That is the forgotten beast Dou Eshmaeraeloh Vysdorrerabiememme! I don't know where he came from but he is killing all the dwarves

trying to make their way into the old fort. This is going down hill quickly! I need to move my wall designations back and block off this area!

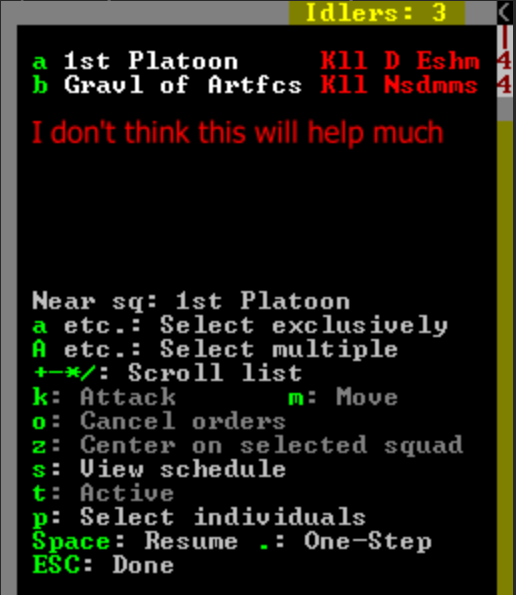
[Spoiler \(click to show/hide\)](#)



Obsidian 17th:

I forgot we had a military and sent them in to try and slow down the monster while we try to wall off the path to the old fort, if they manage to kill it, I will carefully let them back in. I also put all of the dwarves into a burrow which is the entire area we control to stop them from wandering into the old fort. Oh and a spawn army arrived on the surface not really important right now but I thought I should mention it.

[Spoiler \(click to show/hide\)](#)



Obsidian 18th:

We managed to get some walls up blocking off the stairs which nearly brought us to ruin and the military didn't manage to get to the beast before we blocked off the stairs so we didn't loss them too.

...  
That went well...

...  
When this disaster began we had about 73-75 dwarves we now have 55 dwarves compared to the disaster of old when hundreds died this wasn't so bad, we only lost 17-19 dwarves

[Spoiler \(click to show/hide\)](#)



OOC: Oh and by the way flame your dead and as far as I can tell your the only named casualty.

Obsidian 19th:

After looking around I discovered where the forgotten beast came from. Two wells in an area I though was completely blocked off. This entire operation went horribly wrong.

[Spoiler \(click to show/hide\)](#)



Obsidian 20th:  
I have ordered the construction of slabs were going to need to memorialize as many as we can if not for them then for us because everyone is miserable... And tantruming  
[Spoiler](#) (click to show/hide)

Reg Kengzuglar, Sacrifice is throwing a tantrum!  
Ibrukezuk Luslemugosh, Greater Spawn is no longer enraged.  
Urist Thalalalâth, Axedwarf has been missing for a week.  
Reg Kengzuglar, Sacrifice has calmed down.  
Ustuth Katlikot, Carpenter is throwing a tantrum!  
Ustuth Katlikot, Carpenter cancels Store Item in Bin: Throwing tantrum.  
Ustuth Katlikot, Carpenter cancels Store Owned Item: Throwing tantrum.  
Ustuth Katlikot, Carpenter cancels Store Owned Item: Throwing tantrum.  
Avuz Thibammonom, Billy Goat (Tame) has been missing for a week.  
Ustuth Katlikot, Carpenter cancels Store Owned Item: Throwing tantrum.  
→Unih Bekarast has grown to become a Dwarven Child.

Yes I know your friends, lovers and family are dead.  
  
I am having slabs engraved right now so please go back to work instead of rioting in the streets!

well not everyone but a lot are.  
[Spoiler](#) (click to show/hide)



Obsidian 23rd:  
I just learned something His Gaudiness had a child! Emphases on had.  
[Spoiler](#) (click to show/hide)



Dwarf Fortress

FPS: 100 <49>

Erib Akumamost, "Erib Catchtowns", His Gaudiness

Erib Akumamost has been very unhappy lately. He has been satisfied at work lately. He has lost a child to tragedy recently. He has complained of thirst lately. He was very embarrassed to be uncovered lately. He was upset by having a mandate deadline missed lately. He talked with a friend lately. He admired a fine Seat lately. He was comforted by a lovely waterfall lately. He sustained minor injuries recently.

He is married to Tobul Holdtraded and has 11 children: Id Chamberringed, Mosus Strappedearth, Mörul Lostink, Sibrek Kindnesslens, Goden Paintsteels, Risen Takenine, Dastot Townfly, Mebzuth Neutrallances, Catten Calledhame, Edzul Helmtip and Kúbuk Hardyaxes. He is the son of Urvad Fortressvoiced and Obok Paintheats. He is an ardent worshipper of ók Cradledsave.

He is a citizen of The Torrid Lash. He is a member of The Excavated Spear. He is a member of The Sienna Fellowship. He is a member of The Everlasting Bodices. He is the king of The Torrid Lash. He is the mayor of The Everlasting Bodices. He is the manager of The Everlasting Bodices. He is the former manager of The Everlasting Bodices. He arrived at Avédonol on the 27th of Granite in the year 206.

He is one hundred fifty-five years old, born on the 15th of Moonstone in the year 61.

He packs extraordinary obesity on to what was once a tall and thin body. His eyes are heliotrope. His very long sideburns are braided. His long moustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. His left lower arm is gone. His sepia skin is wrinkled. His nose bridge is somewhat concave. His nose is somewhat narrow.

He is agile, but he is slow to heal and really susceptible to disease.

Erib Akumamost likes limonite, adamantine, lace agate, ash wood, maces, shields, scepters, giant lion tamarins for their manes and cave wheat for their stalks. When possible, he prefers to consume sewer brew and dwarven sugar. He absolutely detests worms.

He has a great sense of empathy and a sharp intellect, but he has an iffy sense for music, an iffy memory, a meager kinesthetic sense, poor creativity and little patience.

He is often nervous. He can handle stress. He tends to avoid crowds. He is assertive. He is not a risk-taker. He has a fertile imagination. He does not have a great aesthetic sensitivity. He loves to defy convention. He is candid and sincere in dealings with others. He is willing to compromise with others. He needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

??? WHAT IN THE WORLD? He had a child?

It's probably good that it is dead, the children of villians tend to come out worse then their fathers...

Obsidian 25th:  
To try and alleviate some of the stress of the disaster I have ordered some of the golden statues we acquired form the old fort constructed in the dining hall.  
Spoiler (click to show/hide)



However we don't actually have enough labor right now to get anything done so this probably won't be finished by the end of my overseership.

Obsidian 27th:  
The first in what I think might be very many has gone mad.  
Spoiler (click to show/hide)

Medtob Urdimidor, Survivor is throwing a tantrum!

Erush Tiristmat, Sacrifice is throwing a tantrum!

Erush Tiristmat, Sacrifice has calmed down.

Stray Cat <Tame> has given birth to kittens.

Medtob Urdimidor, Survivor has calmed down.

→Reg Kengzuglar, Sacrifice has gone stark raving mad!

And the first one bites the dust and another one...

Granite 1st: Although I have managed to recover several levels of the old fort I do not think I will be remembered for that no, I think I will be remembered for the disaster my actions caused rather than the lost works I saved...

OOC: I give to the next in line... The fort in utter shambles. Hoisted by my own petard, Stabbed in the back by my own sword, Hanged by my confidence, etc

I kind of fucked up there and if I had thought of the burrow faster we might have lost a lot fewer dwarves, Oh well we still have most off our population at least.  
I think it just need's to be said but, WHY? WHY is this place build like Swiss cheese, infested with demons, and beasts from god knows where? We can probably safely blame Taupe :P

A word of warning to anyone that tries to recover anything from the old fort, quadruple check that you didn't miss any holes, stairs, and or wells that is where the dwarves will escape into the old fort, Forgotten beasts drop down from the ceilings and over all ruin your day.

Oh also a few other suggestions for the next overseer, I suggest you replace all the stone furniture with metal in the dinning hall might get everyone one up from very unhappy. And I set up some slabs to be engraved I suggest you place them.  
The fort has absolute zero idlers and most likely will be that way for at least an entire season. I would also suggest prioritizing getting migrants inside, because we lost a dozen plus dwarves and we will need a lot more for things to start running smoothly again.  
I haven't reclaimed anything on the upper levels and in the cavern entrance we recovered, mainly because we don't have the dwarf power to do it at the moment.

Oh and their are two things which I forgot to screen shot during the madness one but I still can go back and screenshot:

Artifact I mentioned earlier. I also have screen shot of when the artifact was started but I don't think I need to put that one up because I forgot to note when it happened so I have no idea where I would put it  
Spoiler (click to show/hide)

Dwarf Fortress

FPS: 100 <49>

Godennicat, "Ropechains", a copper chest

This is a copper chest. All crafts dwarfship is of the highest quality. It is encrusted with trillion cut amethysts, studded with copper, decorated with hungry head leather and holistic spawn bone and encircled with bands of hungry head leather. On the item is an image of table cut gems in hungry head leather.

On the item is an image of Sethe Pinesssprayed the elf and Sinne Rakemoths the Murky Froth of Fights the minotaur in holistic spawn bone. Sinne Rakemoths the Murky Froth of Fights is striking down Sethe Pinesssprayed. The artwork relates to the killing of the elf Sethe Pinesssprayed by the minotaur Sinne Rakemoths the Murky Froth of Fights in The Stunted Jungles in 135.

On the item is an image of single cut gems in sheep wool.

And the aftermath of the Forgotten Beast massacre.  
[Spoiler](#) (click to show/hide)



Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog** on **May 26, 2016, 03:45:33 am**

I am laughing so, so hard right now. This is the most quintessentially Dwarf Fortress thing I have seen in a long, long time. Absolutely magnificent.

E: Suddenly very relevant:  
[Quote from: Taupe on May 24, 2016, 01:45:00 pm](#)

WELCOME TO CLOBBERMOUNTAINS!  
No demon incident since:  
3  
0  
turns!

Also, our turnlist is now open again, so anyone checking in here for the first time is encouraged to try their hand at this mess!

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Crashmaster** on **May 26, 2016, 11:49:44 am**

Since when was losing 15+ un-claimed migrant dwarves to accomplish something a disaster? Maybe a bit of a labor shortage issue and the place is a little messy here and there.  
I wonder if His Gaudiness' child could have arrived in the migration wave?  
I think I'll take a look at formulating a plan to repair my magma trap, whatever I was calling it.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **TheFlame52** on **May 26, 2016, 12:41:34 pm**

Next guy, make me the captain of the guard.

I think this is going really well! It reminds me of when I retook Necrothreat III. Despite all the deaths and upset, we're still making progress.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog** on **May 26, 2016, 01:44:27 pm**

Honestly, as long as His Gaudiness survives, the rest of our dwarves can suck it (except for those named for the esteemed members of our fair community of course 0:) they can elect to not suck it if they so please). The more crises hit the fort that our #1 tyrant somehow lives through, the greater his legacy becomes.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Taupe** on **May 26, 2016, 03:01:21 pm**

[Quote from: Mr Frog on May 26, 2016, 01:44:27 pm](#)  
Honestly, as long as His Gaudiness survives, the rest of our dwarves can suck it (except for those named for the esteemed members of our fair community of course 0:) they can elect to not suck it if they so please). The more crises hit the fort that our #1 tyrant somehow lives through, the greater his legacy becomes.

Dying horribly: A personal choice.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Aldraglienon** on **May 26, 2016, 09:32:44 pm**

[Quote from: Taupe on May 26, 2016, 03:01:21 pm](#)  
[Quote from: Mr Frog on May 26, 2016, 01:44:27 pm](#)  
Honestly, as long as His Gaudiness survives, the rest of our dwarves can suck it (except for those named for the esteemed members of our fair community of course 0:) they can elect to not suck it if they so please). The more crises hit the fort that our #1 tyrant somehow lives through, the greater his legacy becomes.  
Dying horribly: A personal choice.

Yah, You chose to immigrate to the death trap fortress or you don't. Unless you were born their, then it sucks to be you.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog** on **May 28, 2016, 08:37:16 pm**

Where have all the players gone?  
And where is all the !!FUN!!?  
Where's the hapless Icarus  
To fly too near the sun?  
Isn't there a patsy to buy this cranky steed  
Late at night I toss and turn and I dream of what I need

I need some players  
I'm holding out for a player till the end of the night  
They've gotta be quick  
and they've gotta be slick  
And they've gotta be ready to write  
I need some players  
I'm holding out for a player till the morning light  
They've gotta have plans  
and they've gotta have schemes  
and they've gotta be larger than life

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **DolosusDoleus** on **May 28, 2016, 08:49:46 pm**

Quote from: Mr Frog on May 28, 2016, 08:37:16 pm

Where have all the players gone?  
And where is all the !!FUN!!?  
Where's the hapless Icarus  
To fly too near the sun?  
Isn't there a patsy to buy this cranky steed  
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I need some players  
I'm holding out for a player till the morning light  
They've gotta have plans  
and they've gotta have schemes  
and they've gotta be larger than life

You just have to wait for summer, and then BAM! Suddenly students flood into the forums and gobble up spots in succession forts.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog** on **May 29, 2016, 12:20:49 am**

Quote from: DolosusDoleus on May 28, 2016, 08:49:46 pm

Quote from: Mr Frog on May 28, 2016, 08:37:16 pm

Where have all the players gone?  
And where is all the !!FUN!!?  
Where's the hapless Icarus  
To fly too near the sun?  
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They've gotta have plans  
and they've gotta have schemes  
and they've gotta be larger than life

You just have to wait for summer, and then BAM! Suddenly students flood into the forums and gobble up spots in succession forts.

True, but I saw an opportunity to post shitty song lyrics and I wasn't about to pass it up.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Monitor Lisard** on **May 29, 2016, 01:23:40 am**

Second turn m8s?

Quote from: DolosusDoleus on May 28, 2016, 08:49:46 pm

You just have to wait for summer, and then BAM! Suddenly students flood into the forums and gobble up spots in succession forts.

Seems like I am an early bird... or just mad and lazy enough to spend time on forum activities rather than studying for my exams (which take up June at most).

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **chaotic skies** on **May 29, 2016, 06:09:37 am**

Heh. In high school. We got out like may 15th. Don't know how long ago that was because I can't keep track of time. Days blur together when you don't sleep.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog** on **May 29, 2016, 03:56:35 pm**

Quote from: Monitor Lisard on May 29, 2016, 01:23:40 am

Second turn m8s?

Quote from: DolosusDoleus on May 28, 2016, 08:49:46 pm

You just have to wait for summer, and then BAM! Suddenly students flood into the forums and gobble up spots in succession forts.

Seems like I am an early bird... or just mad and lazy enough to spend time on forum activities rather than studying for my exams (which take up June at most).

Okiedokie, but please don't put this before your schoolwork (this goes out to everyone btw; I hadn't realised that exams were coming up). I'm okay with just having a trickle of updates until school settles down.

Quote from: chaotic skies on May 29, 2016, 06:09:37 am

Days blur together when you don't sleep.

Are you okay?



Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **chaotic skies** on **May 29, 2016, 08:31:26 pm**

By my standards? I'm sleeping forever, eating a ton, and in general am having a good time. By most people's standards? I'm sleep deprived and I don't eat nearly enough. Depends on perspective.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Monitor Lisard** on **May 31, 2016, 02:02:56 pm**

Okay, I picked up the save and... When did Dorf!Liz die? "No named dwarves they said, save some dude they say".

Found her corpse. I guess, we're in need of Splint with his attention to named dwarves and their fates. It's wonderful though how this fortress smashed all dorfs of mine (and there were many).

Concerning the fortress itself, things aren't as bad as they seemed.

EDIT: Wait, they are.

We have most of the populace, including the king, on the verge of madness. At least, we've got housing available for latest migrants.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog** on **May 31, 2016, 03:18:00 pm**

Quote from: Monitor Lisard on May 31, 2016, 02:02:56 pm

Concerning the fortress itself, things aren't as bad as they seemed.

EDIT: Wait, they are.

\*snrk\*

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Crashmaster** on **May 31, 2016, 06:47:14 pm**

Is the water feature still running? It needs occasional attention.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **TheFlame52** on **May 31, 2016, 08:36:37 pm**

That water feature is the only thing keeping this fort from imploding.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog** on **May 31, 2016, 10:44:15 pm**

Quote from: TheFlame52 on May 31, 2016, 08:36:37 pm

That water feature is the only thing keeping this fort from imploding.

+1, fix the water feature if it's stopped working. Let the soothing mist carry us through the dark times.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Monitor Lisard** on **June 01, 2016, 04:54:06 am**

Quote from: Mr Frog on May 31, 2016, 10:44:15 pm

Quote from: TheFlame52 on May 31, 2016, 08:36:37 pm

That water feature is the only thing keeping this fort from imploding.

+1, fix the water feature if it's stopped working. Let the soothing mist carry us through the dark times.

It's been working fine so far, though I had to rewind it during my first turn.

*"...Burned farms, dead livestock, destroyed roads, fortresses in ruin, occasional feral spawn or banshee bandit. The country is a total mess. However, the journey would have been less dull if it wasn't for Sheka, who kept demanding us to stop for her to feast on leftover poultry! Seriously, I am not travelling with a werecreature next time. Anyway, we are about to arrive to the new mountainhome, now besieged by a larger army of monsters. I have not the slightest idea on what's happening inside. I wish though the crowned goof hasn't kicked the bucket yet, now that I have a matter to settle with him... Oh Urist, if only you were here! You had a talent for sorting things out.*

*There it is, our shining fortress on a hill. We see that the Spawn of H. is roaming the surrounding plains and forests freely, with no one to stop them... I wonder if they are too weak or too drunk to do so. Knowing dwarves, it's probably the former. Anyway, I cannot sense any openings in the rocky surface of the mountain, some present entryways are completely blocked off. It seems we have to dig our way in without attracting too much attention.*

*This girl is a like digging machine. Seemingly frail, Sheka hacks her way throught mud and solid stone like a proper miner. It's either her strength or her hunger that drives her forward to the capital of Torrid Lash. What about me? I dig the same. I gotta find Erib and that woman as well.*

*We're in there. The spawn weren't really fond of our presence, but they didn't mind us crawling inside. I ordered Sheka to fill up the hole.*

*We have arrived to our destination. I could say I was surprised by the lack of proper... Administration. And sanitation, so to say. This capital of ours reminds me of those slums around the Older Mountainhome. A mere bunch of overwhelmed peasants that are trying to get though the day... With that ugly smell coming from their unwashed bodies, I wound not even try to feed on one of them, even though that would have been an easy task with all the mad dwarves babbling around.*

*King Erib is in utter depression. Dressed in his rotten away garb, he sits in his most exellent chambers, on his mighty throne, awaiting for someone to bring him maces and shield he had requested a while ago.*



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2.png.html>)

Mandates: Export of scepters Prohibited  
Make maces <3/3>  
Make shields <3/3>  
Make scepters <3/3>  
Export of maces Prohibited

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3.png.html>)

The housing block smells of rot and decline. As a high knight and a former courtier, I took command of the few workers and told them to clean the rooms of grime and filth, and to assign newer migrants to said rooms.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-1.png.html>)

We are still under siege by a horde of spawn, who hunt for various beasts and vermin outside.

| Dwarf Fortress                                  |                     |              |                     |
|-------------------------------------------------|---------------------|--------------|---------------------|
| Citizens <54>                                   | Pets/Livestock <39> | Others <114> | Dead/Missing <2204> |
| Pond Grabber                                    |                     |              | Wild Animal         |
| Pond Grabber                                    |                     |              | Wild Animal         |
| Pond Grabber                                    |                     |              | Wild Animal         |
| Messog Enirdodók, Holistic Spawn Wrestler       |                     |              | Invader             |
| Deduk Kirorarros, Holistic Spawn Wrestler       |                     |              | Invader             |
| Uucar Anilcatten, Holistic Spawn Wrestler       |                     |              | Invader             |
| Ngumrash Komanuthgúr, Holistic Spawn Wrestler   |                     |              | Invader             |
| íteb Thunenkeskal, Holistic Spawn Wrestler      |                     |              | Invader             |
| Cerol Soshorhomrek, Holistic Spawn Wrestler     |                     |              | Invader             |
| Zuglar Oslaninal, Holistic Spawn Wrestler       |                     |              | Invader             |
| Nuglush Cilobfikod, Holistic Spawn Wrestler     |                     |              | Invader             |
| Stukos Lübhorkogan, Holistic Spawn Wrestler     |                     |              | Invader             |
| Mebzuth Shovethlogem, Holistic Spawn Wrestler   |                     |              | Invader             |
| Thob Kelunos, Holistic Spawn Wrestler           |                     |              | Invader             |
| Shistsak Râshedir, Holistic Spawn Wrestler      |                     |              | Invader             |
| Sâkzul Dedroszuglar, Holistic Spawn Wrestler    |                     |              | Invader             |
| Inrus Ebbusnish, Holistic Spawn Wrestler        |                     |              | Invader             |
| îton Ustîrled, Holistic Spawn Wrestler          |                     |              | Invader             |
| Tarem Sazirrilbet, Holistic Spawn Wrestler      |                     |              | Invader             |
| Inod Inrusnefek, Holistic Spawn Wrestler        |                     |              | Invader             |
| Fikod Otadnobgost, Holistic Spawn Wrestler      |                     |              | Invader             |
| Goden Olinastel, Holistic Spawn Wrestler        |                     |              | Invader             |
| Momuz ôsustinod, Holistic Spawn Wrestler        |                     |              | Invader             |
| Ahan Kûbukengig, Holistic Spawn Wrestler        |                     |              | Invader             |
| Lorbam Ueshiden, Holistic Spawn Wrestler        |                     |              | Invader             |
| Medtob Rithsokan, Holistic Spawn Wrestler       |                     |              | Invader             |
| Ostar Mûthkathubnus, Holistic Spawn Wrestler    |                     |              | Invader             |
| Kogsak Zeberusân, Holistic Spawn Wrestler       |                     |              | Invader             |
| Lokum Stâkudidrâth, Holistic Spawn Wrestler     |                     |              | Invader             |
| Ilush Zasittosid, Holistic Spawn Wrestler       |                     |              | Invader             |
| Ângzak Sârekustuth, Holistic Spawn Wrestler     |                     |              | Invader             |
| Udib Unibzefon, Holistic Spawn Wrestler         |                     |              | Invader             |
| Zon Inoddakon, Holistic Spawn Wrestler          |                     |              | Invader             |
| Momuz Duzvutok, Holistic Spawn Elite Wrestler   |                     |              | Invader             |
| Erush Âgsethushat, Holistic Spawn Wrestler      |                     |              | Invader             |
| Kiror Lôrstalkòb, Holistic Spawn Wrestler       |                     |              | Invader             |
| Mebzuth Ilralamal, Holistic Spawn Wrestler      |                     |              | Invader             |
| Zasit Atêkhomrek, Holistic Spawn Wrestler       |                     |              | Invader             |
| Dumat Degêlostêsh, Holistic Spawn Wrestler      |                     |              | Invader             |
| Elcur Nuglushmat, Holistic Spawn Wrestler       |                     |              | Invader             |
| Mebzuth Râshidith, Holistic Spawn Wrestler      |                     |              | Invader             |
| Uthgúr Datanrovod, Holistic Spawn Wrestler      |                     |              | Invader             |
| Shorast Rakustosor, Holistic Spawn Wrestler     |                     |              | Invader             |
| Rimtar Ledemal, Holistic Spawn Wrestler         |                     |              | Invader             |
| Monom Genlathcim, Holistic Spawn Wrestler       |                     |              | Invader             |
| Ushang Enâthêrith, Holistic Spawn Wrestler      |                     |              | Invader             |
| Olon Libashegul, Holistic Spawn Wrestler        |                     |              | Invader             |
| Urist Fikodgingim, Holistic Spawn Wrestler      |                     |              | Invader             |
| Erush Locunvucar, Holistic Spawn Wrestler       |                     |              | Invader             |
| Kib Zatammedtob, Holistic Spawn Elite Wrestler  |                     |              | Invader             |
| Kûbuk Abalêrith, Holistic Spawn Wrestler        |                     |              | Invader             |
| Edir Nekolstizash, Holistic Spawn Wrestler      |                     |              | Invader             |
| Lorbam Ethaboslan, Holistic Spawn Wrestler      |                     |              | Invader             |
| ônul Dumatroideth, Holistic Spawn Wrestler      |                     |              | Invader             |
| Genlath Lurlaltur, Holistic Spawn Wrestler      |                     |              | Invader             |
| Shistsak Uabôkumer, Holistic Spawn Wrestler     |                     |              | Invader             |
| Kosoth Domasâblel, Holistic Spawn Wrestler      |                     |              | Invader             |
| Shorast Thizgenlath, Holistic Spawn Wrestler    |                     |              | Invader             |
| Reg Regshasar, Holistic Spawn Wrestler          |                     |              | Invader             |
| Tun Kirorlisid, Holistic Spawn Wrestler         |                     |              | Invader             |
| Adil Tudruggenlath, Holistic Spawn Wrestler     |                     |              | Invader             |
| Imush Roldethtikis, Holistic Spawn Wrestler     |                     |              | Invader             |
| Rovod Desgirdeler, Holistic Spawn Wrestler      |                     |              | Invader             |
| Assog Zaledgethor, Holistic Spawn Wrestler      |                     |              | Invader             |
| Dostust êriththenthir, Holistic Spawn Wrestler  |                     |              | Invader             |
| SibreK Kolkacoth, Holistic Spawn Elite Wrestler |                     |              | Invader             |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-4.png.html)

The dead stay here, disgruntled by the most improper treatment of their bodies.

|                                        |                     |
|----------------------------------------|---------------------|
| Minkot Anostâkil, Ghostly Weaver       | Undead              |
| Sethal Âzmolbisek, Forgotten Beast     | Uninvited Guest     |
| Utes Ummusest, Forgotten Beast         | Uninvited Guest     |
| Giant Bat                              | Wild Animal <Caged> |
| Zasit Stelidkib, Ghostly Axedwarf      | Undead              |
| Rieshou Rov Ilou, Forgotten Beast      | Uninvited Guest     |
| Nomar Pabozejem, Forgotten Beast       | Uninvited Guest     |
| Nônub Gôsmervuthil, Forgotten Beast    | Uninvited Guest     |
| Urvad Edêmdetes, Ghostly Dwarven Child | Undead              |
| Reksas, Forgotten Beast                | Uninvited Guest     |
| Ahan Shisrith, Ghostly Miner           | Undead              |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-5.png.html)

Sheka was about to turn when I closed her up inside one of the halls with some chickens to feed on. I hope she does not mind the conditions, though I doubt she'll remeber much afterwards. I don't have time for this anyway. I have to search for... Someone.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **NCommander** on **June 01, 2016, 06:11:08 am**

I'm skimming through the madness now. If the turn list is still open (I can't tell), sign me up, and a dorf please. Prefer any red/green civilian who's also in the military.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog** on **June 01, 2016, 01:32:16 pm**

Quote from: NCommander on June 01, 2016, 06:11:08 am  
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Eeyup. Welcome aboard.

E: Also, new thread title.

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **NCommander** on **June 01, 2016, 08:28:43 pm**

Quote from: Mr Frog on June 01, 2016, 01:32:16 pm  
Quote from: NCommander on June 01, 2016, 06:11:08 am  
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Eeyup. Welcome aboard.  
  
E: Also, new thread title.

So, I wanted to ask permission for this, and since you're here. I've been very nologisic for Deathgate as of late, and I was debating having my Dwarf be an in-game continuation of the dwarf I played then (basically with her soul hopping through the multiverse; not implying DG and Clobbermountains share a universe).

Title: **Re: (34.11 Succession) Clobbermountains -- You Must Be This Tall To Live**  
Post by: **Mr Frog** on **June 01, 2016, 09:42:49 pm**

Quote from: NCommander on June 01, 2016, 08:28:43 pm  
Quote from: Mr Frog on June 01, 2016, 01:32:16 pm  
Quote from: NCommander on June 01, 2016, 06:11:08 am  
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As long as he still behaves more-or-less like a normal dwarf (i.e. no crazy superpowers), sure. I'm kinda trying to move things away from the whole "super-strict story fort" angle anyways since I feel it just makes people too nervous to contribute. Do what you want as long as it isn't boring or stupid.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **chaotic skies** on **June 01, 2016, 10:16:47 pm**

If you want you could do some weird "The gods brought me here" story or something. Those are always interesting.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **NCommander** on **June 01, 2016, 10:28:33 pm**

Quote from: chaotic skies on June 01, 2016, 10:16:47 pm

If you want you could do some weird "The gods brought me here" story or something. Those are always interesting.

Canonically, my dwarf left Deathgate just before the fall, and went to slay a llama demon that enslaved the land. Some years later, I started an A mode game in the DF world that picked up that plot point, but real life and lack of inspiration prevented me from concluding it: <http://www.bay12forums.com/smf/index.php?topic=150582.0>

I think I still have that save, but its on the desktop computer which is in storage which I can't easily access. I could bring it up that Id eventually left that land and went to others, or is body surfing ...

(or I could take an adventurer and bring it to Clobbermountains. Fortress->Adventure mode and via versus works a lot better in 34.11)

EDIT: And inspiration just struck. I need to find an older save so I can run an adventurer

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **Mr Frog** on **June 01, 2016, 11:54:52 pm**

Quote from: NCommander on June 01, 2016, 10:28:33 pm

Quote from: chaotic skies on June 01, 2016, 10:16:47 pm

If you want you could do some weird "The gods brought me here" story or something. Those are always interesting.

Canonically, my dwarf left Deathgate just before the fall, and went to slay a llama demon that enslaved the land. Some years later, I started an A mode game in the DF world that picked up that plot point, but real life and lack of inspiration prevented me from concluding it: <http://www.bay12forums.com/smf/index.php?topic=150582.0>

I think I still have that save, but its on the desktop computer which is in storage which I can't easily access. I could bring it up that Id eventually left that land and went to others, or is body surfing ...

(or I could take an adventurer and bring it to Clobbermountains. Fortress->Adventure mode and via versus works a lot better in 34.11)

EDIT: And inspiration just struck. I need to find an older save so I can run an adventurer

Please don't mess with the game data if that's what you're alluding to. Otherwise, do what you want.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **NCommander** on **June 02, 2016, 12:12:25 am**

Quote from: Mr Frog on June 01, 2016, 11:54:52 pm

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I'm not going to touch the current save or edit it when I take my turn. However, I do want to run an adventurer in the same world on a copy. When I wrote "Return To Deathgate", even though I didn't finish it, Id (my dwarf) had dreams of the locations she was visiting, and relived history there.

My idea is that Id Matalog many years in the future visits (i.e., like hundreds of years in the future) the site of Clobbermountains, and as she explores the ruins, she experiences the history of the fort from the perspective of a dwarf in the past. I dunno if I can actually make it work, but I'm tempted to try. My turn would be broken up into playing normally, and having Id run through the fort as an adventurer in an "After The End" sorta thing.

If she finds something interesting as she explores, like a reference to some bastÃ³n of Spawn, after I turn, I might take my adventurer and explore that too until I get bored of it. I may start her fairly fall away from Clobbermountains and explore the world and various sites until my turn begins.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **Mr Frog** on **June 02, 2016, 12:24:54 am**

Quote from: NCommander on June 02, 2016, 12:12:25 am

Quote from: Mr Frog on June 01, 2016, 11:54:52 pm

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As long as you can manage it schedule-wise, go ahead. That sounds quite interesting.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **NCommander** on **June 02, 2016, 12:47:54 am**

Quote from: Mr Frog on June 02, 2016, 12:24:54 am

As long as you can manage it schedule-wise, go ahead. That sounds quite interesting.

I downloaded the previous turn's save. Wow. I'd like to say at first glance, I think you made a fort that makes Deathgate look less doomed. I'm amazed you haven't had a fell or arcade mood given the state of things. The fort is on the edge of a spiral.

(I don't think the situation is unsalvageable. If the Spawn are still lurking come my turn, I have a couple ideas on how to reclaim the

surface, but oy.)

EDIT: I'm trying to find the front door lever so I can let the fort fall "naturally" so Id can come back and explore. I'm going to have to forge her a full set of candy equipment at another fort if she wants to survive this though. And possibly turn her into a deity so I can make this fly.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog on June 02, 2016, 12:57:38 am**

Quote from: NCommander on June 02, 2016, 12:47:54 am

Quote from: Mr Frog on June 02, 2016, 12:24:54 am

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Lol that poll is months old by now. I'm keeping it there as a monument to my *slight* overreaction to Taupe accidentally swarming the fort with demons.

Also, I was thinking about your idea, and unfortunately a couple problems occurred to me:

1. Aside from a bolthole leading into the trade depot and from there a long, featureless tunnel winding down to the top of the Spire which has been blocked by a cave-in, the interior of Clobbermountains is entirely isolated by drawbridges which can only be operated from within the fort.
2. The surface of the fort is crawling with demons.

1 should be easily surmountable if you open one of the airlocks before abandoning and going in with an adventurer, but slipping past the Greater Spawn may prove problematic.

E: Also, it occurred to me that you might be able to get in by jumping into the volcano and landing on the arena walkway if you're feeling saucy ~~and don't mind a few broken bones.~~

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander on June 02, 2016, 01:10:57 am**

Quote from: Mr Frog on June 02, 2016, 12:57:38 am

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My adventurer survived Deathgate ;). That's why I have the game open in fort mode to get them to open the bridge to get them get destroyed by the Spawn so I can try and fight my way in.

(BTW, to the current overseer: for happiness, make different types of booze. They're drowning in wine. The "Same sorta booze" thought is doing wonders at keeping everyone miserable)

EDIT: Found the lever. Clobbermountain's death is well on its way.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog on June 02, 2016, 01:24:42 am**

Quote from: NCommander on June 02, 2016, 01:10:57 am

EDIT: Found the lever. Clobbermountain's death is well on its way.

It has been for the past eight turns, but the traffic was terrible.

E: Also, the perma-misery is probably more due to a minor 20-dwarves-getting-their-faces-eaten incident we just had (out of curiosity, how far have you read so I know what not to spoil?)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander on June 02, 2016, 01:27:56 am**

Quote from: Mr Frog on June 02, 2016, 01:24:42 am

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I'm up to about page 30. Going to binge read after I've got a save I can work from. Our military is incredibly ineffective against the spawn. For funs, I had them gang rush one, and well ... RIP.

EDIT: Down to 10. Won't take long now.

(its been quite a long time since I killed a fort. Usually FPS death kills me, or save corruption)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog on June 02, 2016, 01:31:01 am**

Quote from: NCommander on June 02, 2016, 01:27:56 am

Quote from: Mr Frog on June 02, 2016, 01:24:42 am

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Happy reading! Shit gets real around page 60.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 02, 2016, 01:34:41 am**

Quote from: Mr Frog on June 02, 2016, 01:31:01 am

Happy reading! Shit gets real around page 60.

Thanks. Is there an infinite water source on the map? I found the lake in the caverns, but that's finite. Kinda puts a crim on my plans to reclaim the surface if there isn't. (I'll have to rig something else up rather than go with dwarfy plan 1)

EDIT: Found the ocean in Cavern 1.

EDIT 2: The fort is very close to the migration cap: [http://dwarffortresswiki.org/index.php/DF2014:Immigration#Migrant\\_wave\\_sizes](http://dwarffortresswiki.org/index.php/DF2014:Immigration#Migrant_wave_sizes)

We'll stop getting migrants at all if we loose too many. May be worth cleaning the unit list of dead animals and such to allow for potential to bring new guys in. There's a DFHack script to clean up the list (this is what killed Deathgate). Trust me, its not a lot of fun when you have no hope of re-enforcement. Reclaim the surface, and Clobbermountains can live.

EDIT 3: down to just the mayor who managed to slip outside, and none of the spawn have notice. May need to DFHack some near by lava if she doesn't bleed out soon.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 02, 2016, 02:20:11 am**

Quote from: NCommander on June 02, 2016, 01:34:41 am

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Part of me wants the fort to wither away naturally at this point, as it's had a good run and I'm starting to think it might be time to go on to something new. However, for the time being, yes, you may clean the units list once your turn rolls around.

Out of curiosity, just how many units are there in the save?

E: Good night everypony

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 02, 2016, 04:03:12 am**

Quote from: Mr Frog on June 02, 2016, 02:20:11 am

Quote from: NCommander on June 02, 2016, 01:34:41 am

EDIT 2: The fort is very close to the migration cap: [http://dwarffortresswiki.org/index.php/DF2014:Immigration#Migrant\\_wave\\_sizes](http://dwarffortresswiki.org/index.php/DF2014:Immigration#Migrant_wave_sizes)

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Out of curiosity, just how many units are there in the save?

E: Good night everypony

There were 2716 on the save, so at most we'd get 1 or 2 migrants per season. I can understand putting a fort to bed, but make it end awesomely, not wither and die.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 02, 2016, 07:55:32 am**

*OOC: Well, after a considerable amount of pain, I got an adventurer rolled up and outfitted. So, let's tell Id's story. As a reminder, this takes place in the distant future, probably 20-30 years after the potential end of Clobbermountains. When Id visits a site, she sometimes has dreams or visions of what happened there, pulled from L mode. I'm going to wander the world until just before my turn, and then send Id into Clobbermountains, hopefully badass enough to fight her way into the fort. Let us begin ...*

**Journal of Id Matulcog: Entry 1**  
**===**

Looking back, Deathgate wasn't exactly vacation capital of the world. I mean, who would want to see a bifurcated deer, a duck who fights demons, the catacombs of an almost extinct species or take a very literal scenic tour through hell. It did however have one thing going for it:

**It is freezing.**

**IT WASN'T FUCKING COLD OUT!**

Frell, ever since I started this journey, I've been two steps short of an Idicle. I nearly froze my Urists off leaving Deathgate too all those years ago.

Alright Id, deep breath. You're a big girl. It's not like you haven't died before, or am in the middle of nowhere or ...





Oh, who the fuck am I kidding. It's the same fracking story, again and again. I don't even know why I bother to write it down. I suppose some tiny iota of empathy that hasn't been stamped out hopes that someone will find one of my journals and learn **NOT TO FUCK WITH HELL.**

Elite Marksdwarf

FPS:

High Strength

High Agility

High Toughness

High Endurance

Average Recuperation

Average Disease Resistance

Very Low Analytical Ability

Below Average Focus

Superdwarven Willpower

Above Average Creativity

Above Average Intuition

Below Average Patience

Average Memory

Average Linguistic Ability

Average Spatial Sense

Very Low Musicality

Above Average Kinesthetic Sense

Above Average Empathy

Below Average Social Awareness

Average-sized for a dwarf

Speed: 541

Drowsy

Thirsty

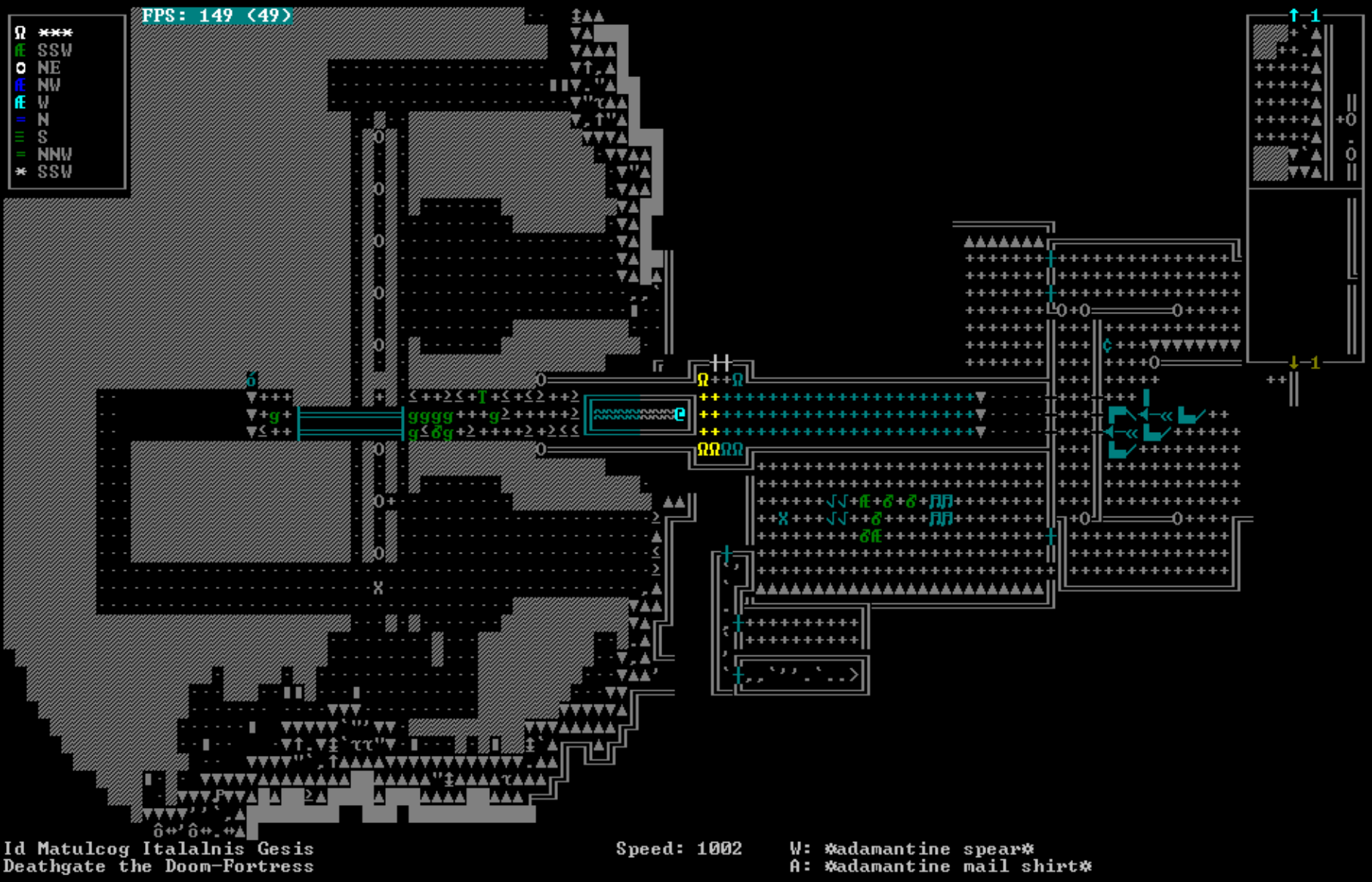
Hungry

Trust me, nothing good comes of it. I'm "living" proof of that. See, let me explain. A long time ago, in a place very far away, there was a fortress called Deathgate. If you never heard of it, well, it was the kind of place you tell little children about to scare them into doing their homework or that sort of shit. The thing is, its no myth or legend. I was there. I dunno how it got started, but a madness infected our overseers, so we dug straight down, and broke straight in.

Now, normally, this is where you'd expect a mob of demons to utterly and totally wreck us. Expect that didn't happen. We won, and we got our just rewards for it.

Even when I was a little girl, the Basement of Murder (our group) was never very numerous, and through a slow battle of attrition, our numbers wore away until only a few handful of dwarfs were left in that world. Eventually, we realized we were doomed and that's when the madness truly took hold.

Under our founder, the dwarves of Deathgate decided that if they were going to be damned, well, we're going to take everyone with us. I wish I could say I had the courage to say I stepped up, but I can't. I was too afraid and too weak to do what had to be done. Instead, I left that awful place and fled into the world.



It's hard to remember now, but I think I tried to convince a group of humans to flee with me, after battling their leader (one hell of a nasty llama demon). I don't remember if I succeeded or not, but I suppose it doesn't matter. What does matter is I left, but ...

Well, as the old saying goes, you can leave Deathgate, but Deathgate never leaves you.

I don't know what happened to those who I left behind, but I know what happened to me. See, if our myths are to be believed, when you die, if you've been a good dwarf, your soul is supposed to go up to the Hall of the Stonemaker. If not, well, you go to Hell. That's fairly simple. The thing is, I already been to hell, and I guess that leaves me in this odd limbo.

After I left Deathgate, I fled as far as I could get. I cross oceans and valleys, and saw things you won't believe. I also got into fights. I didn't always win. The thing is though, I don't stay dead. No matter what happens to me, I've always gotten up again. Not always in the same place, but there have always been constants.

I remember everything from Deathgate with near perfect clarity. I can always remember my old training as a marine, remember how to swim, how to shoot, and how to fight. I sometimes remember other things.



I usually (but not always) tend to usually wake up with a bow and some armor. However, I always wake up with the adamantine spear I left with all years ago. Perhaps the damn thing is as cursed as I am.

Your Inventory

FPS:

a - pig tail fiber dress

b - \*adamantine dress\*

c - ≡steel mail shirt≡

d - ≡steel breastplate≡

e - pig tail fiber quiver

f - . steel bolts [15]

g - . large copper dagger

h - . \*steel bolts [25]\*

i - . ≡steel bolts [25]≡

j - sheep wool trousers

k - pig tail fiber left glove

l - pig tail fiber right glove

m - llama wool sock

n - llama wool sock

o - reindeer leather waterskin

p - . water

q - blue peafowl leather backpack

r - . rabbit meat [3]

s - . crab meat [5]

t - . crab fat [11]

a - . \*yak leather waterskin\*

b - . . water

c - . . water

d - . . water

e - . \*yak leather waterskin\*

f - . . water

g - . . water

h - . . water

i - . ≡yak bone crossbow≡

j - \*steel right gauntlet\*

k - ≡steel high boot≡

l - ≡steel high boot≡

m - ≡steel left gauntlet≡

n - +adamantine shield+

o - ≡adamantine spear≡

At least this time I am decently equipped. I'm never going to live down the time I woke up with only a thong and spear.

I suppose I should get to the point of this already. See, over time, I began to have ... well, I suppose you can call them urges. Places and things would appear in my mind that I need to go find. I don't know why. All I've ever found are monsters and death, with just one thing in common.

They've all been places where Hell has been breached or at the very least adamantine has been mined. And everytime I go there, I see the fort as it was before it fell. I still can remember one place, Swordthunders, where the dwarfs wanted to play games with Hell. Hell played back. They lost.

It's all kind of pointless really; I get to watch people who died years, sometimes centuries before I got there and there's nothing I can do about. My own personal Hell ...

I fucking crack myself up.

But the damn thing about it is that maybe someday I'll get there before shit hits the fan. Warn them they're about to commit a colossal fuckup. Or some overseer finds a copy of my journal, and wises up.

Wishful thinking, I know, but ... well ... if you can't die, you got to live for something.

Might as well get this show on the road.

FPS: 100 <42>

Adventure Log



t - Tasks

s - Sites

+/\* - Scroll

z - Zoom to Selected

c - Zoom to Current Location

l - Toggle Line

e - Entities

r - Regions

m - Toggle Map/Info

Report Death of Cañar Huggedwaves

Ingishkadôl, "Bodicegems", Mountain Halls  
Zilvlirreborlath. "The Earthen Swamps"

I think I have a long way to go ...

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **Monitor Lisard** on **June 02, 2016, 03:51:11 pm**

...It has been three days, and I still have no clue about her location. My squire hasn't yet been successful in tracing the old hag: partially due to her limited experience, but mostly because she's been completely wasted on local alcohol and treats since our arrival... Gah,



ignorant flea hotel!

Anyway, to prevent any organised opposition to my... Rule here, I have ordered to disband local military forces under the pretext of general lack of skilled labor. Those few tasks I have given those ingrates have been left unattended so far. Many tasks issued by the previous overseer had to be cancelled, for that furniture hauling hampered the duties of importance.

The Military of Avédonol

0 squads, 0 soldiers, 0 active

c: Create squad

| SQUADS/LEADERS       | SQUAD POSITIONS | CANDIDATES |
|----------------------|-----------------|------------|
| captain of the guard |                 |            |
| militia commander    |                 |            |
| militia captain      |                 |            |
| militia captain      |                 |            |
| militia captain      |                 |            |
| militia captain      |                 |            |
| militia captain      |                 |            |
| militia captain      |                 |            |
| militia captain      |                 |            |

p: Positions a: Alerts e: Equip n: Uniforms u: Supplies f: Ammunition

ESC: Done 234689: Move selector

s: Schedule

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-6.png.html>)

Their... Lack of eagerness has brought His Gaudiness to think of the general state of affairs in this very city... Which means he might be trying to reestablish his direct administration soon. Still, that sorrow of his has been preventing him from assessing the situation. I am not sure on what would be the best option for me. I'd rather see to it that the well being of Urist's kin remains unaltered.

'Taupe' Nokgolnil, Stoneworker cancels Release Pet: Animal inaccessible.

Erib Åkumamost, His Gaudiness cancels Store Item in Stockpile: Item inaccessible.

→Erib Åkumamost, His Gaudiness has ended a mandate.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-7.png.html>)

Street violence is on the rise. Peons attack each other in blind rage. That cannot be left on it's own, the riots might break out sooner then I am finding my target...

|                                |                         |
|--------------------------------|-------------------------|
| Besnar Lumashustuth, Miner     | Construct rock Coffin   |
| Ustuth Katlikot, Carpenter     | Starting Fist Fight     |
| 'Taupe' Nokgolnil, Stoneworker | Store Item in Stockpile |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-8.png.html>)

Minor change in plans. I am finding a sounder dwarf, giving him limited power over the mob and a large club to wield. We need some sheperds to herd the unruly flock.

|                      |                                |                            |
|----------------------|--------------------------------|----------------------------|
| mayor                | Erib Åkumamost, His Gaudiness  | [REQUIRE][DEMAND][MANDATE] |
| captain of the guard | Thikut Uumomdodók, captain of  | [REQUIRE][DEMAND][MANDATE] |
| militia commander    | 'DoleusDolosus' óriden, Lunati | [REQUIRE][DEMAND][MANDATE] |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-9.png.html>)

I am not acquainted with the freshly created officer yet, thought I have heard he had mauled a grizzly bear before. Sounds like a perfect candidate.

The Kills of Thikut Uumomdodók

One Kill

One grizzly bear (♀) in Mauvegrip

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-10.png.html>)

Let's start to beat the pleb back into submission. King Erib has been doing it for many years, but now this weakling is unable to control his fear stricken subjects.

Cages&Chains: 5 of 5

Dwarven Justice

Tun Uristònul, Dyer, Deceased

Ustuth ìtonzatthud, Leathersmith,

Shorast Konosìton, Siege Operator

Fikod Gattentishak, Bonecarver, D

Domas Elbeltulon, Swordsdwarf, De

Goden Logemdelar, Cook, Deceased

Erib Åkumamost, His Gaudiness

'Mr.Furg' Obokbâsen, Confused\_Tou

Mörul Sulusdakost, Woodworker, De

'Chaotic Skies' Alâthkonad, Psych

'DolosusDoleus' Nishtat, Escaped

Zaneg Etesendok, Axe Dwarf, Decea

'Zetta' Sulusatir, Electrolyser,

Zuglar Kolegast, Furnace Tender,

Besnar Möruläs, Fishery Worker, D

829346: Select/scroll

Tab: View cold cases (1)

Enter: Convict somebody

ESC: Done

1 Hammerstrike.

Officer: Litast Bomrekodók, hammerer.

Violation of Production Order.

Injured Party: Erib Åkumamost, His Gaudiness.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-11.png.html>)

Finding thugs for the dirty job wasn't hard. After all, Torrid Lash has been full of scum for ages. Captain Thikut and his subordinates are now patrolling the fortress for me.

The Military of Avédonol

1 squad, 4 soldiers, 0 active

Squad: 4/10 Wrestlers

d: Disband squad

Inactive: No scheduled order

N: Name squad

| SQUADS/LEADERS    | SQUAD POSITIONS             | CANDIDATES                   |
|-------------------|-----------------------------|------------------------------|
| Citizen Guard     | 1. Thikt Ummddók, cptn of t | Adil Othilcatten, broker     |
| militia commander | 2. Shorast Knsìtn, Sg Oprtr | Mùthkat Esmulcerl, Stncrfttr |
| militia captain   | 3. Ducim Ugutasob, Planter  | 'Mr.Frg' Obkbâsn, Cnfsd_Irs  |
| militia captain   | 4. Dgël idthrgòth, Lthrwrkr | 'Mstrcrshr' Othòsshtàn, Ovr  |
| militia captain   | 5. AVAILABLE                | Ustuth Katlikot, Carpenter   |
| militia captain   | 6. AVAILABLE                | Olon Loloketar, The Fool     |
| militia captain   | 7. AVAILABLE                | 'Taupe' Nokgolnil, Stonwrkr  |
| militia captain   | 8. AVAILABLE                | 'Mat_th_888th' Tlndstb, Imp  |
| militia captain   | 9. AVAILABLE                | 'Chtc Sks' Alâthknd, Psych   |
| militia captain   | 10. AVAILABLE               | Litast Bomrekodók, hammerr   |
|                   |                             | Zaneg Irerush, Planter       |

p: Positions a: Alerts e: Equip n: Uniforms u: Supplies f: Ammunition

ESC: Done 234689: Move selector

s: Schedule

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-12.png.html>)

More dwarves go mad. I have to have my hunt for Archivist finished before most of them are crazy and my cover's completely blown. Don't really want to fight my way out.

→Erush Tīristmat, Sacrifice is stricken by melancholy!  
Alāth Uúshkulet, Sacrifice is throwing a tantrum!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-13.png.html)

New slabs are being made, and, as they come out, they reveal the most decadent tastes of local dwarves. Disgusting.

This is a superior quality basalt memorial to Urvad Edēndetes.  
The slab reads "In memory of Urvad Edēndetes / Born 194 / Struck down by the greater spawn Sapnobles the Prine Devil with a rope reed fiber rope in the year 212 / Adnirer of harp seal nen".

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-14.png.html)

Well done. Now ghosts are harassing the citizens a bit less.

→Zuntīr ītebmedtob, Ghostly Merchant has been put to rest.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-15.png.html)

Something peculiar happened today. One of the mortals, being upset by something, desided to murder the king.

→Medtob Urdimidor, Survivor has gone berserk! (http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-16.png.html)

In a berserk rage, he assaulted Erib in one of the narrow corridors. His Gaudiness managed to escape unharmed before the grunts were able to pin down the young attacker and beat him.



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-17.png.html)

The guards mauled the mad dwarf in a more brutal way, finishing him right where he stood.

The captain of the guard charges at The Survivor!  
The captain of the guard punches The Survivor in the lower body with his left hand, bruising the muscle and bruising the guts through the +pig tail fiber cloak+!  
The captain of the guard collides with The Survivor!  
The Survivor is knocked over and tumbles backward!  
The captain of the guard grabs The Survivor by the pig tail fiber left glove with his right hand!  
The captain of the guard grabs The Survivor by the fourth toe, left foot with his left lower arm!  
The Survivor is no longer stunned.  
The captain of the guard releases the grip of The captain of the guard's left lower arm on The Survivor's fourth toe, left foot.  
The captain of the guard grabs The Survivor by the first finger, left hand with his left upper arm!  
The Survivor stands up.  
The captain of the guard charges at The Survivor!  
The captain of the guard punches The Survivor in the left ear with his left hand, bruising the skin through the +pig tail fiber cloak+!  
The captain of the guard collides with The Survivor!  
The Survivor is knocked over and tumbles backward!  
The captain of the guard strikes The Survivor in the right foot with his pig tail fiber left glove, shattering the bone through the x<drunian leather shoe>x!  
The captain of the guard strikes The Survivor in the right upper arm with his pig tail fiber left glove, bruising the muscle through the +pig tail fiber cloak+!  
The captain of the guard misses The Survivor!  
The Survivor counterstrikes!  
The Survivor misses The captain of the guard!  
The Survivor gives in to pain.  
The captain of the guard strikes The Survivor in the head with his pig tail fiber left glove, bruising the muscle, jamming the skull through the brain and tearing the brain!  
→Medtob Urdimidor, Survivor has been struck down.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-18.png.html)

Also, for some reason, they had the hammerer execute one of the commoners, a former mayor or something. Maybe that was nothing more than a revenge, but, generally speaking, they all deserve it.

Shorāst Konosīton has become a Siege Operator.  
→'Chaotic Skies' Alāthkonad, Psycho Dwarf has been struck down.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-19.png.html)

As His Gaudiness has once said, you can't really have an organised settlement without a few good hammerings.

Page 1/1 27th Granite, 217 Dwarf Fortress  
The hammerer bashes The Psycho Dwarf in the head with her <iron war hammer>, bruising the muscle, jamming the skull through the brain and tearing the brain!  
The <iron war hammer> has lodged firmly in the wound!  
→'Chaotic Skies' Alāthkonad, Psycho Dwarf has been struck down.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-20.png.html)

I gotta say, that hammerer lady of theirs is a beast. She was really happy to fulfill her duties.

Litast Bonrekōdōk, "Litast Uhiplapsed", hammerer  
Litast Bonrekōdōk has been ecstatic lately. She has witnessed death. She was forced to endure the decay of a child. She has been haunted by the dead lately. She has lost a child to tragedy recently. She was woken by noise whil sleeping lately. She slept in a very good bedroom recently. She gave birth to a boy recently. She talked with a child lately. She is quite pleased with making an artifact. She heat somebody with a hammer recently. She has complained o the lack of dining tables lately. She was disgusted by a niasma lately. She has complained of thirst lately. She has been satisfied at work lately. She is married to Zaneg Mouhangle and has 7 children: Nil Uhechbraids, Dūbar Rochdreased, Sinar Spiritrined, Rang Pagegranite, Carol Claspgraded, Zan Groulrough and Cog Roughnessgazes. She is the daughter of Melbil Genbrush an Atir Washedpaints.

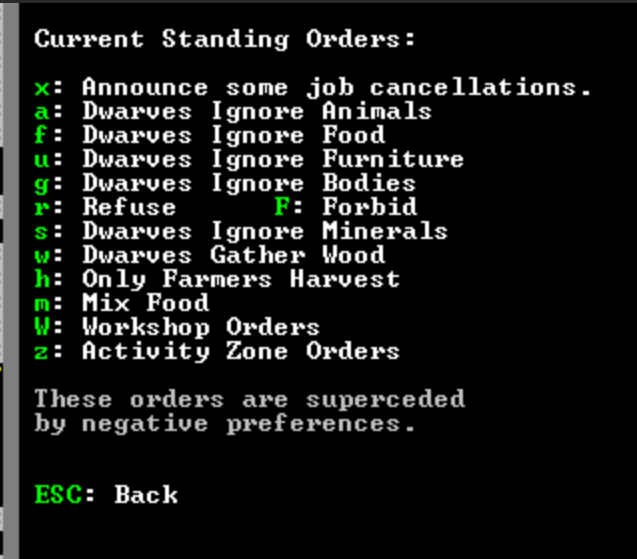
(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-21.png.html)

What? One more? It doesn't even mean much at that point. Just one more paragraph in a paperwork.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-22.png.html>)

Works have been going somewhat smoothly, but the labourers keep bringing various items from the reclaimed parts of the so called "old fortress". I issued an order for them to stop hauling shit at once.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-23.png.html>)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 02, 2016, 05:10:40 pm**

His Gaudiness's ability to weather deadly situations completely-unharmd continues to astound me. You could probably throw him in a sewer pipe and he'd come out smelling like lilacs.

Also, I can't wait for when your dwarf realises that the Archivist is no longer present at the fortress.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **DolosusDoleus** on **June 02, 2016, 05:53:03 pm**

Quote from: Mr Frog on June 02, 2016, 05:10:40 pm  
His Gaudiness's ability to weather deadly situations completely-unharmd continues to astound me. You could probably throw him in a sewer pipe and he'd come out smelling like lilacs.  
Also, I can't wait for when your dwarf realises that the Archivist is no longer present at the fortress.

Is the Archivist still relevant anymore? All mention of her seemed to end around the same time we decided it would be a good idea to release hell.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 02, 2016, 05:59:21 pm**

Quote from: DolosusDoleus on June 02, 2016, 05:53:03 pm  
Quote from: Mr Frog on June 02, 2016, 05:10:40 pm  
His Gaudiness's ability to weather deadly situations completely-unharmd continues to astound me. You could probably throw him in a sewer pipe and he'd come out smelling like lilacs.  
Also, I can't wait for when your dwarf realises that the Archivist is no longer present at the fortress.  
Is the Archivist still relevant anymore? All mention of her seemed to end around the same time we decided it would be a good idea to release hell.

I kinda phased her out along with all the non-fortress side stories since their reception seemed lukewarm at best, plus it was getting



annoying to constantly pretend to have her at the fort despite her having literally no in-game representation. In-story, she quietly slipped out of the fortress sometime before the Taupening happened -- basically "this bullshit isn't funny anymore, fuck this, fuck you, fuck the demons, fuck His Gaudiness, you twits are on your own now". Erib, being a self-absorbed moron, didn't realise she was gone until months later.

She's somewhere. Just not here.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 03, 2016, 01:52:34 am**

Quote from: Mr Frog on June 02, 2016, 05:10:40 pm  
Also, I can't wait for when your dwarf realises that the Archivist is no longer present at the fortress.

It's not a dwarf. It's a very certain armor-clad elf. I dunno if all the tips (like mentioning queen Urist, talking about mortals and feeding on someone) were too subtle or it's just my lousy stories being forgotten after so long.

Kind of sorry to hear about the archivist, I kinda liked her and was really hoping for her being a part of an epic ending at least.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 03, 2016, 02:01:30 am**

Quote from: Monitor Lisard on June 03, 2016, 01:52:34 am  
Quote from: Mr Frog on June 02, 2016, 05:10:40 pm  
Also, I can't wait for when your dwarf realises that the Archivist is no longer present at the fortress.  
  
It's not a dwarf. It's a very certain armor-clad elf. I dunno if all the tips (like mentioning queen Urist, talking about mortals and feeding on someone) were too subtle or it's just my lousy stories being forgotten after so long.  
  
Kind of sorry to hear about the archivist, I kinda liked her and was really hoping for her being a part of an epic ending at least.

Yeah, I had lots of plans BUT I figured it'd be better to ease up on the massive subplots and let everyone help build this fort into an epic rather than just me and a couple others controlling everything. Bit sad, but she'll hopefully have her day in the limelight again at some point. I just think stuff like her might be better suited to a community fort, since the storytelling in those tends to be a bit more centralised.

Also, the cues are def enough, I'm just really dense and have a bad habit of reading too fast and missing things. lol The updates are good.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 03, 2016, 03:45:22 am**

So as a note, I got pulled into Doomforests and am working to grind that out as quickly as possible. WOn't be active on my A mode quest until then.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 03, 2016, 12:50:55 pm**

Quote from: NCommander on June 03, 2016, 03:45:22 am  
So as a note, I got pulled into Doomforests and am working to grind that out as quickly as possible. WOn't be active on my A mode quest until then.

Just don't burn yourself out, dude.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 03, 2016, 01:00:14 pm**

Aw man, I was going to request a turn, but it looks like things aren't going too well. Oh well, sign me up anyway!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 03, 2016, 01:23:34 pm**

Quote from: The Master on June 03, 2016, 01:00:14 pm  
Aw man, I was going to request a turn, but it looks like things aren't going too well. Oh well, sign me up anyway!

Things have been continuously not going well for about 10 turns but we're still here anyways :V

Welcome to the madhouse; I'm sure you'll fit right in.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **chaotic skies** on **June 03, 2016, 01:41:14 pm**

Only ten turns? This place started out going badly. At this point, the only thing we can hope for is to go out with a bang. Or possible a lot of lava. Either way, it won't be pretty.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 03, 2016, 02:57:33 pm**

Quote from: chaotic skies on June 03, 2016, 01:41:14 pm  
Only ten turns? This place started out going badly. At this point, the only thing we can hope for is to go out with a bang. Or possible a lot of lava. Either way, it won't be pretty.

Oh, it was always unstable, but at some point during the middle of pisskop's second turn we got a massive stream of shit hitting the fan which has proceeded uninterrupted up to this point.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 03, 2016, 03:59:07 pm**

*This week I had Sheka with me all the time during my trip through the abandoned parts of the fortress. My threats to put her on a shorter leash might have worked since she eagerly sniffed at all the things that lay around in the garbage-filled streets of old Clobbermountains. Anyway, no trace of target has been detected so far. Apparently, we are either being cleverly deceived, or the Archivist left this site quite a while ago, slipping through unnoticed during the crisis.*

*Anyway, for the sake of credibility, I have to keep on acting as a human vassal of His Pomposity. Yesterday I had to listen to the secretary praising some bracelets made by the captain of guard. Really, dwarves are so busy with themselves... Enough to get away with*

weird behavior.

Ustuth Katlikot, Carpenter has calmed down.  
→Thikut Uumomdodók has created a masterpiece!  
'Mate\_the\_888th' Tulondostob, Temp is throwing a tantrum!

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-24.png.html>)

Upon accessment, the panic situation had a way out... A short and brutal one. I ordered the thugs to track down the alarmists and have them isolated from the rest of the dwarves. Upon closer inspection, officer Thikut found three of those, all marked by some strange denotion in the paperwork...

Idlers: 0

Reg Kengzuglar, Sacrifice  
"Reg Steamship"  
Running around babbling!, ♂

Idlers: 0

Erush Tiristmat, Sacrifice  
"Erush Rimbends"  
Stricken by melancholy..., ♂

Idlers: 0

Alâth Uúshkulet, Sacrifice  
"Alâth Heatedabbey"  
Stricken by melancholy..., ♂

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-25.png.html>)

No time to waste! I am having a miner dig a tiny bunker for the flappers.

Dwarf Fortress



Burrow 28  
Trap  
Production area Nairlock  
Sproduction area airlock  
Burrow 32  
Stair breach  
Breach two  
EMERGANCY  
Do not open

a: Add new burrow d: Delete  
+→/: Change selection  
Enter: Define this burrow  
c: Add citizens to burrow  
z: Center on burrow  
ESC: Done

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-26.png.html>)

Didn't even need to do anything here: those dwarven youngsters hardly pay attention to the orders, but one of the officers managed to block one right inside his own room.



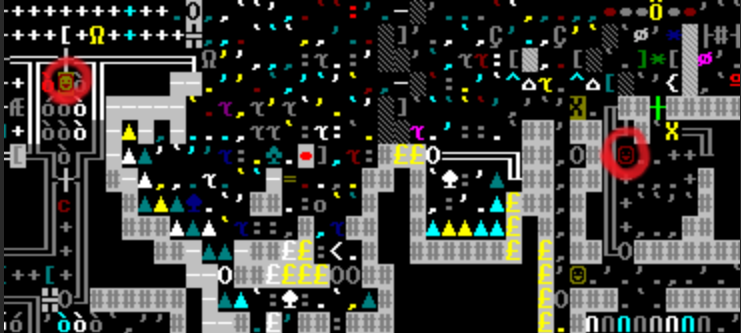
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-27.png.html>)

Finally, someone did inish their production quota! I have no idea how this nation of lazy asses maintains its war machine so effectively... If they'd continued to ignore the orders, I would have really make them pay for it.

Erib Åkumamost has been unhappy lately. He was pleased to have a mandate deadline met lately.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-28.png.html>)

At last, got the panic bearers pinned down and locked up! The crazy one was hauled to the bunker, while the depressed one resisted, so the thugs effectively sealed him inside one of the lever chambers. I'd prefer him locked up inside a room with less levers to pull.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-29.png.html>)

One of the engineers claimed a crafts dwarf workshop for himself, pushing aside important business. At these times, though, his newly aquired skills and joyful mood might come in handy.

```
Seeking Infant.
Kadôl Mörulidok, Animal Caretaker cancels Store Item in Stockpile:
Seeking Infant.
Kadôl Mörulidok, Animal Caretaker cancels Store Item in Stockpile:
Seeking Infant.
Shorast Konositon, Siege Operator cancels Store Item in Stockpile: Taken
by mood.
→Shorast Konositon, Siege Operator withdraws from society...
```

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-30.png.html>)

For that project of his, he brought in a wiithered spawn arm, composed mostly of solid bone. I think the masters of old would have approved of such choise.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-31.png.html>)

In the meanwhile, King Erib has been recovering from his depression, as his needs orders were gradually being completed. I guess, I am meeting him some time this week. He should know of the Archivist's whereabouts.

If Romimi had had compassion and granted me the ability to sleep, I would have chosen this very couch for such purpose. This is a bedding made of pure evil, and it could have made proud the best bonecrafters of the times of queen Urist The Invicta. I might have grabbed it for me to meditate, but now I have to see to it that it is placed in the king's bedroom.

```
Shorast Konositon, Siege Operator has created âtridnubam Noram Sumun, a
holistic spawn bone bed!
→Shorast Konositon has become a Bone Carver.
```

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-33.png.html>)

The maker of that bed is now said to be a legend among the crafts dwarves. I doubt though that anybody but the locals know of his masterpiece.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-34.png.html>)

In order to protect the restored balance, I am ordering the veterans back into the militia. We've got plenty of warriors here.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-35.png.html>)

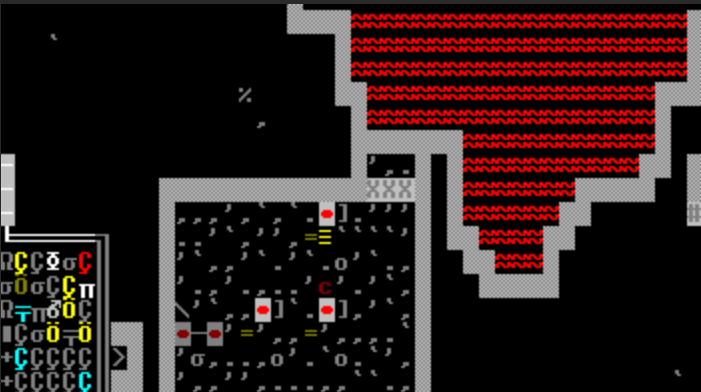
It also seems that the spawn finally got bored and left to rob the few cities that haven't been yet raided by those pathetic monsters.



| Citizens <50>                                       | Pets/Livestock <40> | Others <50> | Dead/Missing <2209>   |
|-----------------------------------------------------|---------------------|-------------|-----------------------|
| Crundle                                             |                     |             | Wild Animal           |
| Crundle                                             |                     |             | Wild Animal           |
| Crundle                                             |                     |             | Wild Animal           |
| Crundle                                             |                     |             | Wild Animal           |
| Crundle                                             |                     |             | Wild Animal           |
| Crundle                                             |                     |             | Wild Animal           |
| Crundle                                             |                     |             | Wild Animal           |
| Pond Grabber                                        |                     |             | Wild Animal           |
| Akon, Forgotten Beast                               |                     |             | Uninvited Guest       |
| Sethal Azmolbisek, Forgotten Beast                  |                     |             | Uninvited Guest       |
| Utes Ummusest, Forgotten Beast                      |                     |             | Uninvited Guest       |
| Giant Bat                                           |                     |             | Wild Animal <Caged>   |
| Zasit Stelidkib, Ghostly Axedwarf                   |                     |             | Undead                |
| Rieshou Rov Ilou, Forgotten Beast                   |                     |             | Uninvited Guest       |
| Nomar Pabozejem, Forgotten Beast                    |                     |             | Uninvited Guest       |
| Nõnub Gõsmerouthil, Forgotten Beast                 |                     |             | Uninvited Guest       |
| Reksas, Forgotten Beast                             |                     |             | Uninvited Guest       |
| Bujit Thetalusan Oce Xubkib, Forgotten Beast        |                     |             | Uninvited Guest       |
| Dou Eshmaeraeloh Uysdorrerabiememe, Forgotten Beast |                     |             | Uninvited Guest       |
| Bilou                                               |                     |             | Wild Animal <Caged>   |
| Bilou                                               |                     |             | Wild Animal <Caged>   |
| Bilou                                               |                     |             | Wild Animal <Caged>   |
| Leronguthstak Ular Amas, Greater Spawn              |                     |             | Underworld            |
| Gõsmerzimesh, Greater Spawn                         |                     |             | Underworld            |
| Tetóthmunsog Cimngotol Gakit, Greater Spawn         |                     |             | Underworld            |
| Godumarom Arak Orshar, Greater Spawn                |                     |             | Underworld            |
| Nasodannesh Ibrukonam, Greater Spawn                |                     |             | Underworld            |
| Selrillevalle, Greater Spawn                        |                     |             | Underworld            |
| Nilesiklist Bimmonobur, Greater Spawn               |                     |             | Underworld            |
| Greater Spawn                                       |                     |             | Underworld            |
| Umerdotir Inrusngalák, Greater Spawn                |                     |             | Underworld            |
| Thebilcim Astannobgost Ostar, Greater Spawn         |                     |             | Underworld            |
| Ngotolkalur Thebilerong, Greater Spawn              |                     |             | Underworld            |
| Python                                              |                     |             | Wild Animal <Caged>   |
| Johlou Savohbalshelle, Banshee Swordsman            |                     |             | Caged Prisoner        |
| Arbsoh Vilienaesos, Banshee Swordsman               |                     |             | Caged Prisoner        |
| Iozör, Forgotten Beast                              |                     |             | Uninvited Guest       |
| Hungry Head                                         |                     |             | Wild Animal <Caged>   |
| Soszye, Ogre                                        |                     |             | Caged Prisoner        |
| Ngokang Smusnmunstu, Goblin Hammerman               |                     |             | Caged Prisoner        |
| Xuspgas Ozudbor, Goblin Bowman                      |                     |             | Caged Prisoner        |
| Stosbûb Ostospbâx, Goblin Bowman                    |                     |             | Caged Prisoner        |
| Atu Toltonguulu, Goblin Bowman                      |                     |             | Caged Prisoner        |
| Ber Xuspgassotuk, Goblin Crossbowman                |                     |             | Caged Prisoner        |
| Dostngosp Nosostzom, Goblin Thief                   |                     |             | Caged Prisoner        |
| Zotir Lishbanik, Forgotten Beast                    |                     |             | Uninvited Guest       |
| Blind Cave Ogre                                     |                     |             | Wild Animal <Chained> |
| Giant Olin                                          |                     |             | Wild Animal           |
| Magma Crab                                          |                     |             | Wild Animal           |
| Ultrerkobem, Magma Crab                             |                     |             | Wild Animal           |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-36.png.html)

Before I am leaving this place, I have to prepare the fallback option. Those iron floodgates will be of use for the Golden Door project.



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-37.png.html)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **June 03, 2016, 05:34:55 pm**

His Gaudiness' unwillingness to crumble under misery never ceases to amaze me.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 03, 2016, 06:12:31 pm**

**Shorast Konosîton, Siege Operator has created âtridnubam Noram Sumun, a holistic spawn bone bed!**  
**→Shorast Konosîton has become a Bone Carver.**

A bed wrought from evil incarnate. How restful! Can we can get a screenshot of its description?

Quote  
At last, got the panic bearers pinned down and locked up! The crazy one was hauled to the bunker, while the depressed one resisted, so the thugs effectively sealed him inside one of the lever chambers. I'd prefer him locked up inside a room with less levers to pull.

This will be a hell of a puzzler for the next Overseer.

"Why is the airlock control room locked? And why is there a dead child in there?"

Quote from: **Taupe** on June 03, 2016, 05:34:55 pm  
His Gaudiness' unwillingness to crumble under misery never ceases to amaze me.

At this point, he's probably not so much a dwarf as a shambling husk kept alive by an undying lust for vengeance and sparkly crap. I imagine sleeping on what I'm pretty sure is the most maleficent bed in existence will only improve his condition.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **June 03, 2016, 06:37:00 pm**

That bed, man. We have to do something cool with that bed. What does it look like?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 03, 2016, 06:41:12 pm**

Quote from: **TheFlame52** on June 03, 2016, 06:37:00 pm  
That bed, man. We have to do something cool with that bed.

Well, we're currently using it to prevent our longest-lived citizen from going insane, because if there's one thing you can count on an artifact made of Spawn bone to do, it's preserving dwarven sanity. Does that count?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **June 03, 2016, 07:36:35 pm**

If we get a vampire we're sealing them away and feeding them sacrifices via that bed.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 03, 2016, 07:41:24 pm**

Quote from: TheFlame52 on June 03, 2016, 07:36:35 pm  
If we get a vampire we're sealing them away and feeding them sacrifices via that bed.

I was honestly hoping we'd get a fell mood and get a dwarf bone bed instead. It's a pity fell moods are so rare, I've only ever seen one once ...

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **June 03, 2016, 08:39:03 pm**

That fucking bed, yo. it is litterally begging for sacrifices. OR we invade and colonize hell, and create and adamantine bedroom with it in the middle for his ggaudiness.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 03, 2016, 10:22:04 pm**

Quote from: Taupe on June 03, 2016, 08:39:03 pm  
That fucking bed, yo. it is litterally begging for sacrifices. OR we invade and colonize hell, and create and adamantine bedroom with it in the middle for his ggaudiness.

Agreed. Our colonisation of Hell is long overdue. Can't be that much worse than our current lodgings, anyways.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheBiggerFish** on **June 03, 2016, 10:26:44 pm**

Quote from: Mr Frog on June 03, 2016, 10:22:04 pm  
Our colonisation of Hell is long overdue. Can't be that much worse than our current lodgings, anyways.

Heh. Heheheh. Sig'd.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 04, 2016, 04:01:09 am**

Quote from: Monitor Lisard on June 03, 2016, 03:59:07 pm  
The maker of that bed is now said to be a legend among the craftsdwarves. I doubt though that anybody but the locals know of his masterpiece.  

átridmubam Moran Sunan, "Blossontel th Rlf of Grffn", a hlste spun bn bd

This is a holistic spawn bone bed. All craftsduarfship is of the highest quality. It is studded with gold and encircled with bands of fungiwood and tower-cap. This object is adorned with hanging rings of holistic spawn bone.

  
(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-34.png.html)

Will that do?

Edit: here's my rendition of said bed:

Spoiler (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Bed%202.png.html)

Also, an addition for Mr Frog:

Quote from: Lolfail0009 on September 15, 2015, 12:37:50 am  
Seems like the Royal Archivist'd sprawl across an exquisite sofa smack-dab across all three shades of Evil '^^ Although you're probably right about how the people perceive her as a Lawful NonEvil character.

[Spoiler: IT HAPPENS](#) (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Bed%204.png.html>)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 04, 2016, 09:07:55 am**

[Quote from: Monitor Lisard on June 04, 2016, 04:01:09 am](#)

[Spoiler](#) (click to show/hide)



(<http://s1185.photobucket.com/user/Georgethegunner/media/Bed%202.png.html>)

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Spoiler: IT HAPPENS (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Bed%204.png.html)

MAJESTIC

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **omada** on **June 05, 2016, 09:36:46 pm**

Oh god, i read some random logs because my time is thin, and this is a masterful and glorious ~~death~~trap-fort.

hmmm banshees can become mutants...  
can they become holistic spawns? (and you will face an army of holistic-banshee-mutant?)

By the way i just came here to PTW and because i read somewhere in the thread yesterday something like this "you can't count the mist as a defense"

And ok, i concur. But could you i dunno, if-when you get everybody on their feet make 4 entrances closed by bridges linked by levers (hidden far away please, no more dwarves kicking them) in the corners of the map, if a mist enters the map far from a siege, you could open that spot and call the siege that way, i don't know if the AI will path inside the mist, but maybe dangerously close to it.

And then just watch the siege fight itself when you close the bridge (and, or open another far from them so they get another chance of getting a mutation...)

Well, i dont know how much benefit it could bring, maybe it works...maybe it will be just a matter of time to another dwarf go berserk. It's just a suggestion, don't hear this mad duck-man.

(oh, and by the way, there is a log or a thread where i can see how the greater spawn looks like?)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 05, 2016, 10:00:48 pm**

Unfortunately, only dwarves can become Spawn, since in-story Spawn are basically just mutant dwarves anyways (long story short: a dwarf became a demon, said demon got locked in hell and pumped out many nasty babies). Read the Headshoots trilogy dude, you won't regret it.

I'm not sure if your plan would work if I'm understanding it correctly, since mist clouds tend to move quite rapidly towards the inner portion of the map upon spawning at the map edge, so corraling invaders towards it is less-than-practical. It's more of a "nice when it happens" kind of thing, *although* now that you mention it we could at the very least build an extremely circuitous open-air labyrinth in order to maximise the time invaders spend outside (and thus their chances of getting hit by a cloud).

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **omada** on **June 06, 2016, 09:19:01 am**

You got that right

If there is a chance of making the invaders killing themselves without dwarven causalities, it should be done, luck (or the lack of) shouldn't only help invaders hehe :P

Maybe you could in this labyrinth get some bridges so you could open a secure way for traders, and/or lock the invaders in certain points

of the maze that you would like.

Tantrum is still a danger with bridges, buuuut, less deaths less tantruns

Bonus point for a minotaur

I don't know why and how, but would be a blasphemy of don't talking about minotaurs in a trap like this :P

I will read headshoots, it's already on my plans, just got to go now try to get a job and go back in the night :'(

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 06, 2016, 12:02:21 pm**

*It occured to His Gaudiness that some parts of most disgusting metal spire could still use some prospection, so an order was issued to unseal it and converse the nearby rooms into a new industrial centre. Abovementioned metal has been held by vampires in abhorrence since times immemorial, but I can not leave the mad dwarf's project unsupervised. At very least, I am having the masons build magma-safe floors and a new lever-controlled cork there.*



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-1.png.html>)

*"There you are. Blackwood, you slacker... I should have eradicated your kin when I had a chanse! Well, I might turn a blind eye on your underhanded actions here if you do something for me..."*

**→Erib 8kumamost, His Gaudiness has mandated the construction of certain goods.**

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-2.png.html>)

*"First, I need a new shield. Have it studded with gold, yeah... And with some freshly excavated adamantine strands. If it pleases me greatly, I might think of not banishing you to jail... Move it!"*

*What a joke. He might still seem normal by dwarven standarts, but his sanity has degraded since the last time I have talked to him.*

**Mandates:** Export of maces Prohibited  
Export of scepters Prohibited  
Export of shields Prohibited  
Make shields <1/1>

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-3.png.html>)

*Some crazed savages tried to assault our above-ground positions. Even now they hardly pose a threat, after all the events that has weakened our militia considerably.*

**A cloud of seething mist has drifted nearby!**  
**Kib Telingthikut, Thresher cancels Store Item in Stockpile: Item inaccessible.**  
**èrith Risenmishthem, chief medical dwarf cancels Store Item in Stockpile: Item inaccessible.**  
**Ducim Ugutasob, Planter cancels Drink: Seeking Infant.**  
**→An ambush! Skulking vermin!**

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-4.png.html>)

*Unfortunately for them, their company is quickly swept by the cloud of red mist. The resulting monsters flee the area promptly.*

|                                               |                        |
|-----------------------------------------------|------------------------|
| <b>Chrotodus, Kobold Spearman</b>             | <b>Invader</b>         |
| <b>Dubus, Kobold Spearman</b>                 | <b>Invader</b>         |
| <b>Dridraylmis, Kobold Spearman</b>           | <b>Invader</b>         |
| <b>Srubukushreengis, Kobold Spearman</b>      | <b>Invader</b>         |
| <b>Klogodogreemis, Kobold Spearman mutant</b> | <b>Opposed to life</b> |
| <b>Shlathrulner, Kobold Swordsman</b>         | <b>Invader</b>         |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-5.png.html>)

Infuriated by the lack of delicacies in his table, His Gaudiness requested one of the soldiers to be his private chef. What a time for excessive demands.

It has started raining.  
'DoleusDolosus' óriden has become a Cook.  
Etur Kiblulâr, Trader cancels Collect Webs: Needs 10 undisturbed thread.  
→Etur Kiblulâr, Trader cancels Weave Thread into Silk: Needs 1 unused collected silk thread.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-6.png.html)

One of the... Inmates was found by the citizens. Captain of the guard's starting an inquiry.

inaccessible.  
The weather has cleared.  
→Alâth Uúshkulet, Sacrifice has been found dead, dehydrated.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-7.png.html)

Migrants! Due to the project we're in dire need of workhands, so I send Sheka to help them in.

inaccessible.  
'Taupe' Nokgolnil, militia commander cancels Release Pet: Animal  
inaccessible.  
→Some migrants have arrived.  
'Taupe' Nokgolnil, militia commander cancels Release Pet: Animal  
inaccessible.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-8.png.html)

The new faces are gathered near the southern airlock. The greater spawn must be aware of their presence since all the screeching and such, but no abomination has appeared so far above ground. How delightful!



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-9.png.html)

A stonemason's been acting somewhat off. Recently he claimed one of the newly-constructed craftsman shops next to the spire and proceeded to haul shit inside.

Page 9/9 7th Galena, 217  
Bëmbul Orsharurist, Stonemason cancels Make rock Crafts: Taken by mood.  
→Bëmbul Orsharurist, Stonemason has been possessed!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-10.png.html)

Local ghosts apparently take joy in playing tag with their still alive compatriots. Also, a new Forgotten Beast came in in order to to roam the caves.

Atis Nazushlorbam, Fishery Worker has grown attached to a copper shield!  
The Forgotten Beast Sostet Mothramkik has come! A huge scaly pig. It has large mandibles and it squirms and fidgets. Its teal scales are jagged and close-set. Beware its noxious secretions!  
The weather has cleared.  
'Taupe' Nokgolnil, militia commander cancels Release Pet: Animal  
inaccessible.  
'Taupe' Nokgolnil, militia commander cancels Release Pet: Animal  
inaccessible.  
→Erush Tiristmat, Ghostly Sacrifice is following Bëmbul Nîlesrith, Sacrifice!  
Tekkud Edëmlorsîth, bookkeeper cancels Construct Building: Job item lost or destroyed.  
The dwarves were unable to complete the Magma Forge.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-11.png.html)

What? A caravan? How did they manage to slip through banshee patrols? Either they're hardened veterans, or there's something more to them than this merchant attire. They're positioned pretty close to the western airlock, so we might as well let them in.

The dwarves were unable to complete the Magma Forge.  
→A human caravan from Dur Rabin has arrived.  
Their wagons have bypassed your inaccessible site.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-12.png.html)

A sudden rockfall has caused a commotion at the construction site. A miner was wounded slightly... I assumed the dwarves were good enough at digging. It probably happened due to his low intake of alcohol or something.

A section of the cavern has collapsed!  
Besmar Lumashustuth, Miner cancels Dig Channel: Resting injury.  
Mûthkat Esmulcerol, Stonemason cancels Construct Building: Unconscious.  
→The dwarves suspended the construction of Floor.  
Sazir Arakkikrost, Mechanic cancels Recover Wounded: Patient  
inaccessible.  
Gerol Meberal, Miller cancels Construct Building: Job item lost or destroyed.  
Athel Ozorlogem, Stonemason cancels Construct Building: Unconscious.  
The dwarves suspended the construction of Wall.  
The dwarves were unable to complete the Wall.  
Kadôl Mörulidok, Animal Caretaker cancels Construct Building: Job item lost or destroyed.  
The dwarves were unable to complete the Wall.  
Sazir Arakkikrost, Mechanic cancels Construct Building: Job item lost or destroyed.  
The dwarves were unable to complete the Wall.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-13.png.html)

Attention! Enemies up ahead. I am sending Sheka to scout on their movements. It seems that the traders are in real trouble. At first, it seemed like a regular ambush, but no... They have around three companies, supported by ogre shock troops. They're surrounding us. I'm ordering to have all the bridges sealed.

The Enemy Is Upon Us!  
A vile force of darkness has arrived!  
(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-14.png.html)



Alright, my furry companion brought in some more information on their numbers. Dye Recluseghosts is leading the assault. They are going from the North. Supporting troops arrive from the west.

"Are we boned yet?" she asks me. What are you afraid of, girl? These dwarves probably are, but we might try to escape as soon the banshees are busy slashing the locals apart.

|                                                  |                     |              |                     | Dwarf Fortress |
|--------------------------------------------------|---------------------|--------------|---------------------|----------------|
| Citizens <57>                                    | Pets/Livestock <45> | Others <131> | Dead/Missing <2212> |                |
| Morubou, Ogre                                    |                     |              |                     | Invader        |
| Lodh, Ogre                                       |                     |              |                     | Invader        |
| Bimoth, Ogre                                     |                     |              |                     | Invader        |
| Damsoh, Ogre                                     |                     |              |                     | Invader        |
| Lirvnomme, Ogre                                  |                     |              |                     | Invader        |
| Omoh, Ogre                                       |                     |              |                     | Invader        |
| Urbshoh, Ogre                                    |                     |              |                     | Invader        |
| Sejrae, Ogress                                   |                     |              |                     | Invader        |
| Rarou, Ogress                                    |                     |              |                     | Invader        |
| Biemulle, Ogress                                 |                     |              |                     | Invader        |
| Murre, Ogress                                    |                     |              |                     | Invader        |
| Arsolle, Ogress                                  |                     |              |                     | Invader        |
| Solbas, Ogress                                   |                     |              |                     | Invader        |
| Bege, Ogress                                     |                     |              |                     | Invader        |
| Jelzou, Ogress                                   |                     |              |                     | Invader        |
| Nov, Ogre                                        |                     |              |                     | Invader        |
| Naelie, Ogre                                     |                     |              |                     | Invader        |
| Sildudh, Ogre                                    |                     |              |                     | Invader        |
| Runyus, Ogre                                     |                     |              |                     | Invader        |
| Nyshie, Ogre                                     |                     |              |                     | Invader        |
| Salra, Ogre                                      |                     |              |                     | Invader        |
| Sornirre, Ogre                                   |                     |              |                     | Invader        |
| Aesoh, Ogre                                      |                     |              |                     | Invader        |
| Rarou Amyeonae, Banshee Crossbowman              |                     |              |                     | Invader        |
| Biemulle Arbsohdehdae, Banshee Crossbowman       |                     |              |                     | Invader        |
| Abva Ohjbieamjebh, Banshee Crossbowman           |                     |              |                     | Invader        |
| Yhou Selzolleebh, Banshee Crossbowman            |                     |              |                     | Invader        |
| Siesae Bolleurbshie, Banshee Crossbowman         |                     |              |                     | Invader        |
| Urbshoh Mommeriesoh, Banshee Crossbowman         |                     |              |                     | Invader        |
| Uohsae Verreaesye, Banshee Crossbowman           |                     |              |                     | Invader        |
| Runyus Vernyoulubla, Banshee Crossbowman         |                     |              |                     | Invader        |
| Johlelle Begeildou, Banshee Crossbowman          |                     |              |                     | Invader        |
| Abmae Raedmaemorubou, Banshee Crossbowman        |                     |              |                     | Invader        |
| Enne Zesvillie, Banshee Crossbowman              |                     |              |                     | Invader        |
| Mohnenne Bonyeulie, Banshee Crossbowman          |                     |              |                     | Invader        |
| Debdae Lemaebimoth, Banshee Crossbowman          |                     |              |                     | Invader        |
| Ylas Basnadroh, Banshee Crossbowman              |                     |              |                     | Invader        |
| Senyomme Ershadhjelzou, Banshee Pikemaster       |                     |              |                     | Invader        |
| Rorlelle Biloshyshvye, Banshee Axeman            |                     |              |                     | Invader        |
| Bolrulle Dernouenne, Banshee Axeman              |                     |              |                     | Invader        |
| Lirnou Amjebhsodmelle, Banshee Axeman            |                     |              |                     | Invader        |
| Yhou Myjousyndaz, Banshee Axeman                 |                     |              |                     | Invader        |
| Nov Ynigesenyomme, Banshee Axeman                |                     |              |                     | Invader        |
| Morubou Jaedimohvev, Banshee Axeman              |                     |              |                     | Invader        |
| Lubla Ulienejshae, Banshee Axeman                |                     |              |                     | Invader        |
| Imurre Elsohsyndaz, Banshee Axeman               |                     |              |                     | Invader        |
| Ohsralle Rieshorremohros, Banshee Axeman         |                     |              |                     | Invader        |
| Lurnvolle Verrenoushenne, Banshee Axeman         |                     |              |                     | Invader        |
| Ounae Relrarrejohlou, Banshee Axeman             |                     |              |                     | Invader        |
| Jalle Risbouboulou, Banshee Axeman               |                     |              |                     | Invader        |
| Rarou Veslaesohvnele, Banshee Axeman             |                     |              |                     | Invader        |
| Solbas Bohnyaelobnie, Banshee Axeman             |                     |              |                     | Invader        |
| Bas Nymohabie, Banshee Axeman                    |                     |              |                     | Invader        |
| Runyus Bilrulleiehrye, Banshee Elite Crossbowman |                     |              |                     | Invader        |
| Ourae Masbas, Banshee Hammerman                  |                     |              |                     | Invader        |
| Lilzsy Luvlallesoumyunne, Banshee Hammerman      |                     |              |                     | Invader        |
| Elle Malleejrae, Banshee Hammerman               |                     |              |                     | Invader        |
| Dye Selryevaenjurre, Banshee Hammerman           |                     |              |                     | Invader        |
| Selrille Bohriebildou, Banshee Hammerman         |                     |              |                     | Invader        |
| Boumez Mynaebarlus, Banshee Hammerman            |                     |              |                     | Invader        |
| Ejlae Daliesorlae, Banshee Hammerman             |                     |              |                     | Invader        |
| Ieblinne Murlurresoldou, Banshee Hammerman       |                     |              |                     | Invader        |
| Eldie Lirnouriendoh, Banshee Hammerman           |                     |              |                     | Invader        |
| Daloh Marlounubh, Banshee Hammerman              |                     |              |                     | Invader        |
| Soldou Nulsvurreaerarre, Banshee Hammerman       |                     |              |                     | Invader        |
| Inne Marlounohmzurre, Banshee Hammerman          |                     |              |                     | Invader        |
| Ieblinne Sohvnellelohvsae, Banshee Hammerman     |                     |              |                     | Invader        |
| Dye Sieryehelmbenne, Banshee Swordmaster         |                     |              |                     | Invader        |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-15.png.html>)

The traders make their last stand in the westrn hills. They smash through the banshee vanguard, slaying some attackers in the process. What a sight to see. Their warriors hack and stab their way through enemies, showing their unfailing spirit in this last battle.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                  |                |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|----------------|
| Page 1/1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 18th Galena, 217 | Dwarf Fortress |
| <div>The Human Swordsman punches The Banshee Hammerman in the left hand from behind with his left hand, bruising the bone through the &lt;&lt;great horned owl leather left glove&gt;&gt;!<br/>The Human Swordsman slashes The Banshee Hammerman in the upper body from behind with his &lt;&lt;iron two-handed sword&gt;&gt;, but the attack is deflected by The Banshee Hammerman's &lt;&lt;iron breastplate&gt;&gt;!<br/>The Human Swordsman slashes The Banshee Hammerman in the lower body from behind with his &lt;&lt;iron two-handed sword&gt;&gt;, but the attack is deflected by The Banshee Hammerman's &lt;&lt;iron breastplate&gt;&gt;!<br/>The Human Swordsman strikes at The Banshee Hammerman but the shot is blocked!<br/>The Banshee Hammerman counterstrikes!<br/>The Banshee Hammerman misses The Human Swordsman!<br/>The Human Swordsman strikes The Banshee Hammerman in the second toe, right foot from behind with the pommel of his &lt;&lt;iron two-handed sword&gt;&gt;, tearing apart the skin through the &lt;&lt;phantom spider silk sandal&gt;&gt;!<br/>The Human Swordsman stabs The Banshee Hammerman in the left upper leg from behind with his &lt;&lt;iron two-handed sword&gt;&gt;, tearing the muscle through the &lt;&lt;white stork leather trousers&gt;&gt;!<br/>An artery has been opened by the attack!<br/>→The &lt;&lt;iron two-handed sword&gt;&gt; has lodged firmly in the wound!</div> |                  |                |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-16.png.html>)

One of the traders, shaken by the sights of blood and severd bodyparts, goes completely berserk and lunges forward.

|                                                                                                                                                                |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Mûthkat Esmulcerol, Stonecrafter cancels Weave Thread into Silk: Needs 1 unused collected silk thread.<br>→Ashro Kastroltogi, Human Merchant has gone berserk! |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------|

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-17.png.html>)

Had the local dwarves been more disciplined, we would not have had to face this. One of the banshee parties managed to get in through the northern airlock before the bridges got raised. Among them, some snipers and their commander, feared Dye Recluseghosts.



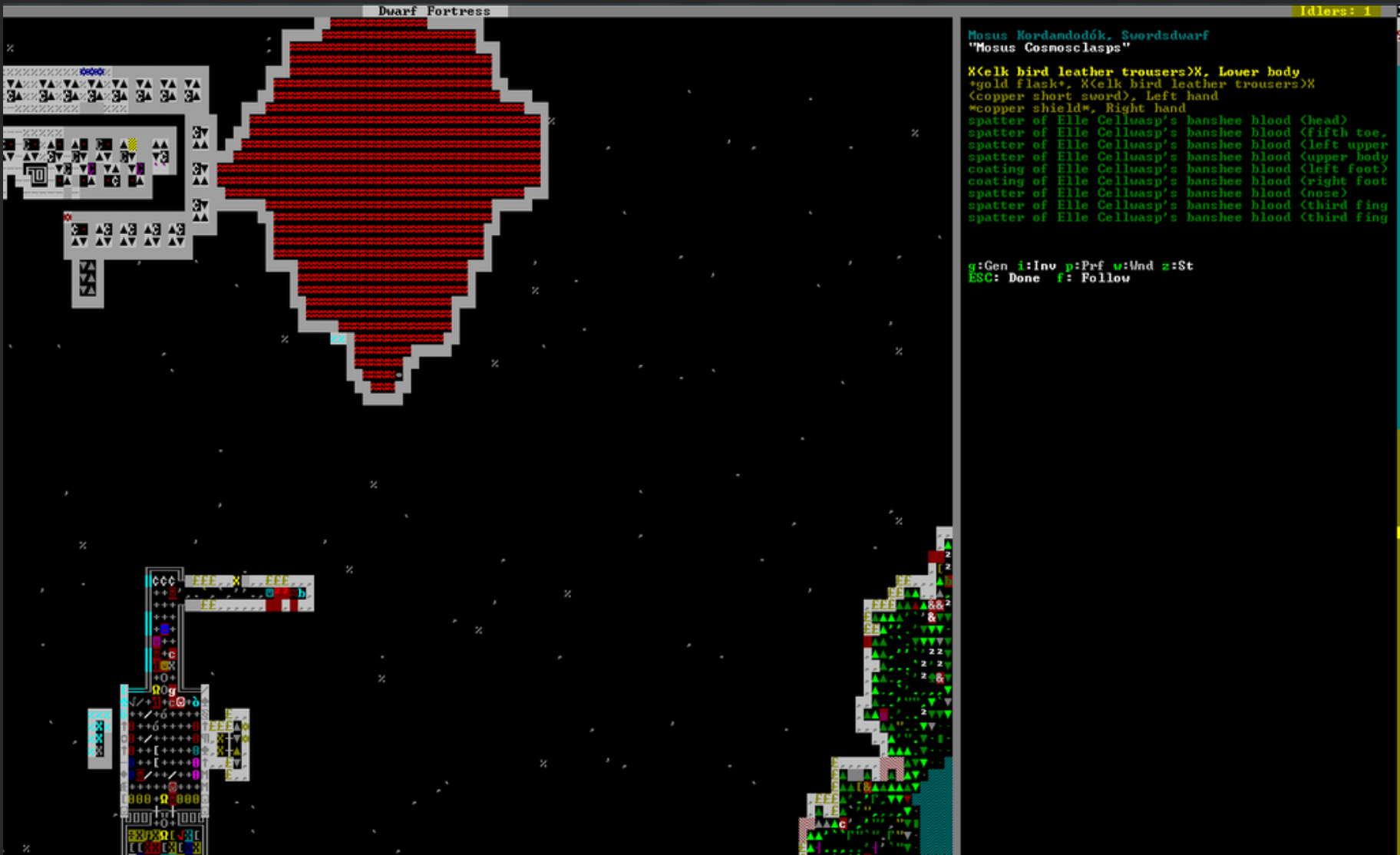
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-18.png.html>)

I had all the soldiers and the reservists mobilised. While I have been gathering militia dwarves for the counterattack, they continued on their assault.

```
'Taupe' Nokgolnil has become a militia commander.
Mebzuth Berorstist has become a Axedwarf.
'inic' Askatthir has become a Hammerdwarf.
Ingish Ilralkurik has become a Speardwarf.
Cerol Meheral has become a Swordsdwarf.
Atis Nazushlorbam has become a Swordsdwarf.
Mosus Kordamdodók has become a Swordsdwarf.
Shorast Konosíton has become a Speardwarf.
Etur Kiblulâr has become a Axedwarf.
'DoleusDolosus' óriden has become a Macedwarf.
```

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-19.png.html>)

The first soldier to arrive was Mosus, who efficiently used the narrow conditions of the corridor to hold of the main force of banshees. Unfortunately, he got shot with a bolt and they basically overran him.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-20.png.html>)

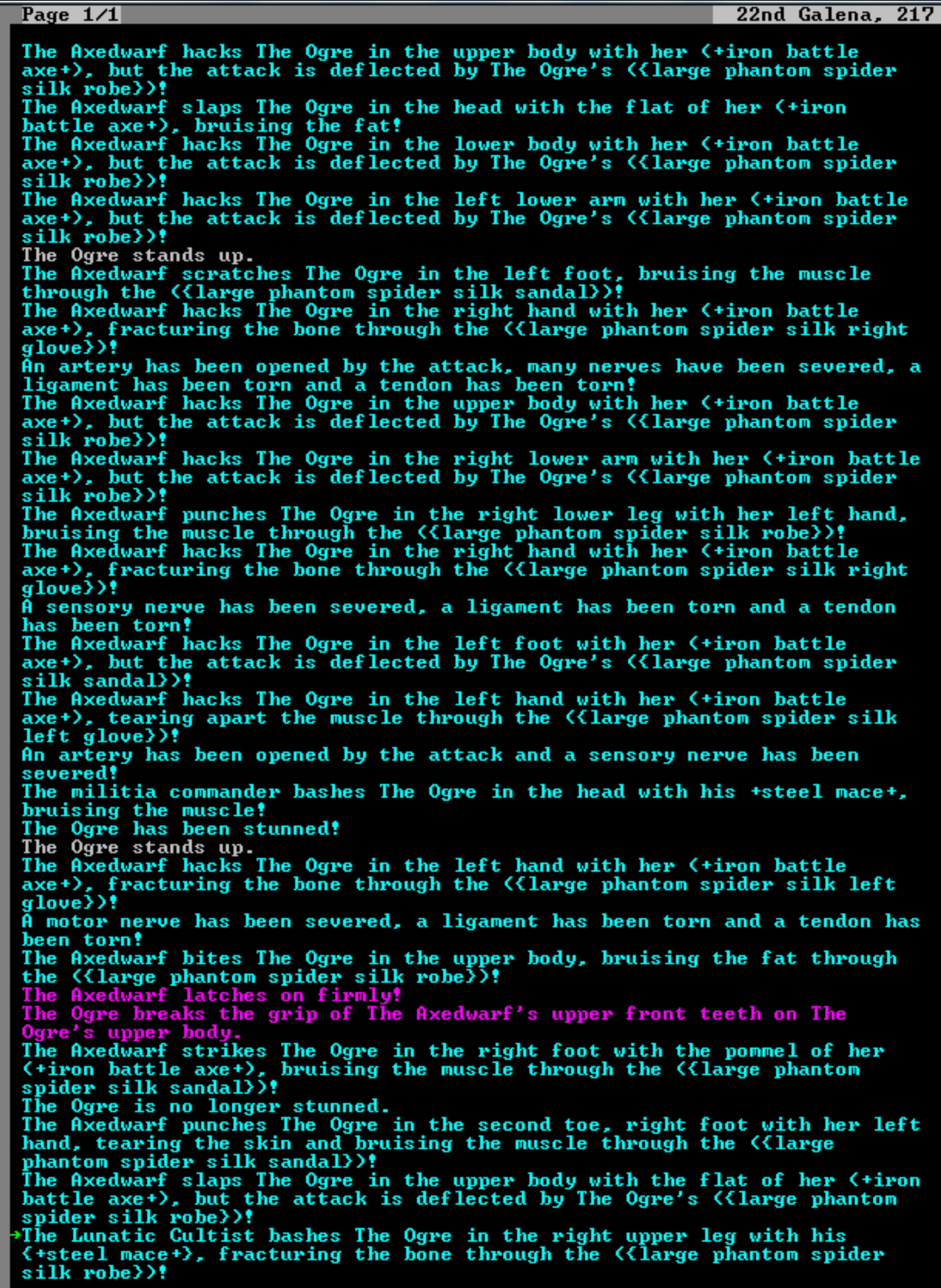
Cerol Inchvessel employed the same tactic, ambushing and killing some banshees and their commander at one of the crossroad. While

being wounded by a crossbow wielder, he managed to step back, controlling the passageway until the main forces arrived.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-21.png.html>)

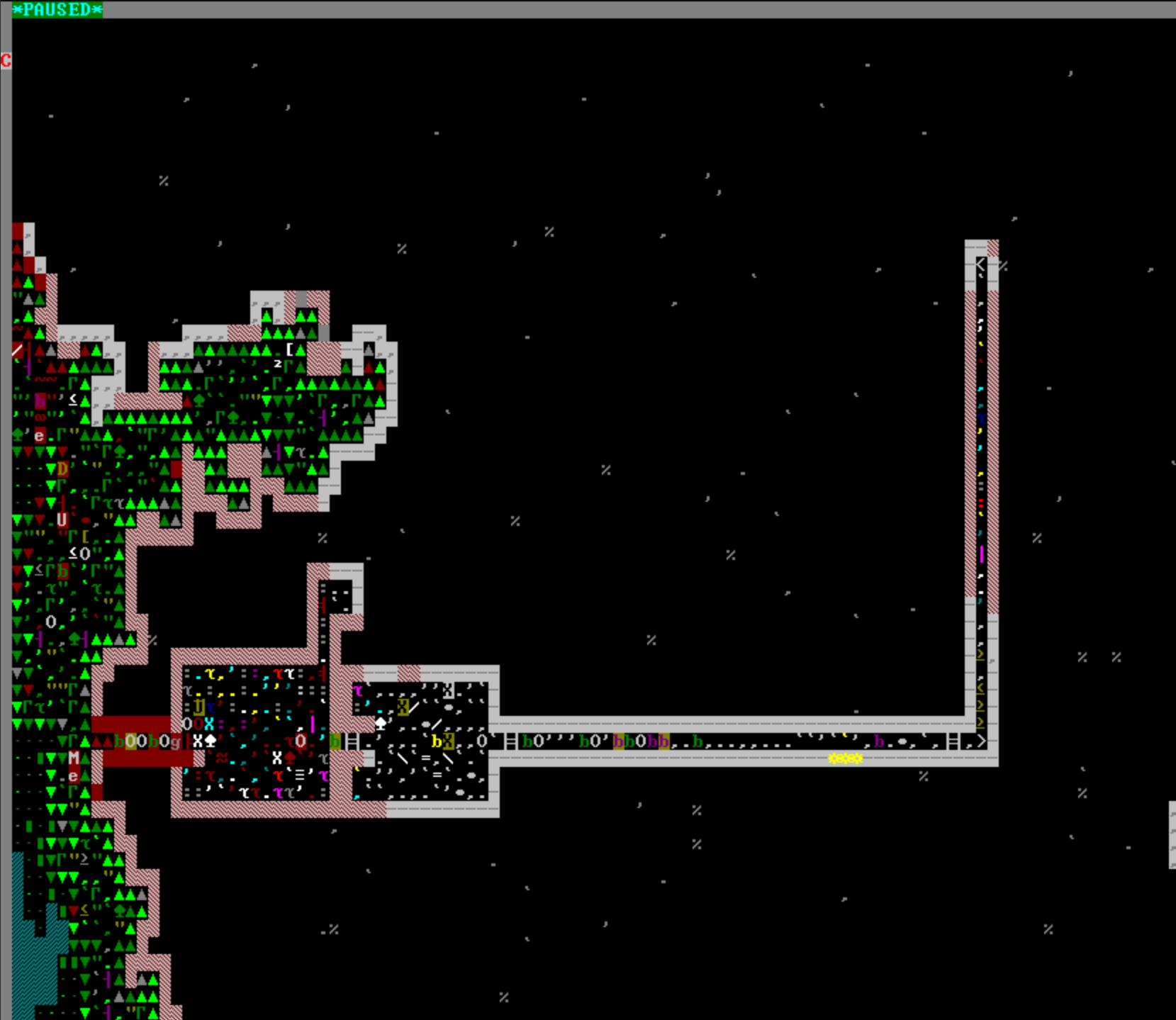
Right when we reached the place, a squad of ogres came in, smashing fences and hammering on the shields. Sergeant imic was shot in the back by one of the snipers, and must have suffocated shortly after. Our platoon, led by Colonel Taupe and Corporal DolosusDoleos, launched a counterattack, killing quite some enemies in the process.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-22.png.html>)

As the battle raged on, I discovered the fact that no one of those laid-back moron back in the fortress was going to pull the levers for us! After finishing with the traders, new banshees were pouring inside the fortress! I sent Sheka to do the job... Captain of the guard should really look into this fact.





(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-23.png.html>)

Instead, I am being asked about their precious kittens and such... Gah, don't you dare to provoke me!

```
2nd00001010:
Olou Loloketar, The Fool cancels Plant Seeds: Interrupted by Ogre.
Domas Usânunib, Hen (Tame) has been found dead.
The Stray Puppy (Tame) has been found dead.
Zaneg Irerush, Planter cancels Plant Seeds: Needs pig tail seeds.
Litast Bomrekodók, hammerer cancels Plant Seeds: Needs pig tail seeds
Zaneg Irerush, Planter cancels Plant Seeds: Needs pig tail seeds.
Olou Loloketar, The Fool cancels Plant Seeds: Interrupted by Ogre.
→Olin Dumatdallith, Kitten (Tame) has been missing for a week.
```

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-24.png.html>)

The battle has taken a toll on the traders, our people and the enemy... We have got four casualties, two civilians and two soldiers. But it might not be the end yet... Apparently, even though most of the surviving banshees managed to flee, some of them, alongside with ogres, got caught inside the western airlock. We should hold a meeting concerning those.

| Dwarf Fortress                                   |                     |             |                     |
|--------------------------------------------------|---------------------|-------------|---------------------|
| Citizens (53)                                    | Pets/Livestock (45) | Others (60) | Dead/Missing (2255) |
| Morvbou, Ogre                                    |                     |             | Deceased            |
| Lirvnomme Mulrieamjebh, Ogre                     |                     |             | Deceased            |
| Nov, Ogre                                        |                     |             | Deceased            |
| Salra, Ogre                                      |                     |             | Deceased            |
| Sornirre, Ogre                                   |                     |             | Deceased            |
| Aesoh, Ogre                                      |                     |             | Deceased            |
| Yhou Selzolleebh, Banshee Crossbowman            |                     |             | Deceased            |
| Siesae Bolleurbshie, Banshee Crossbowman         |                     |             | Deceased            |
| Urbshoh Mommeriesoh, Banshee Crossbowman         |                     |             | Deceased            |
| Uohsae Verreaesye, Banshee Crossbowman           |                     |             | Deceased            |
| Runyus Vermyoulubla, Banshee Crossbowman         |                     |             | Deceased            |
| Rorlelle Bilosbyshoye, Banshee Axeman            |                     |             | Deceased            |
| Bolrulle Dernouenne, Banshee Axeman              |                     |             | Deceased            |
| Lirnou Amjebhsoldmelle, Banshee Axeman           |                     |             | Deceased            |
| Yhou Myjousyndaz, Banshee Axeman                 |                     |             | Deceased            |
| Nov Ymigesenyonne, Banshee Axeman                |                     |             | Deceased            |
| Morvbou Jaedienohvev, Banshee Axeman             |                     |             | Deceased            |
| Lubla Ulienejshae, Banshee Axeman                |                     |             | Deceased            |
| Imurre Elsohsyndaz, Banshee Axeman               |                     |             | Deceased            |
| Ohsralle Rieshorremohros, Banshee Axeman         |                     |             | Deceased            |
| Lurnvolle Verrenoushemme, Banshee Axeman         |                     |             | Deceased            |
| Ounae Relrarrejohlou, Banshee Axeman             |                     |             | Deceased            |
| Jalle Rishouboulou, Banshee Axeman               |                     |             | Deceased            |
| Rarou Veslaeschvmelle, Banshee Axeman            |                     |             | Deceased            |
| Solbas Bohnyaelobnie, Banshee Axeman             |                     |             | Deceased            |
| Bas Nymohsahie, Banshee Axeman                   |                     |             | Deceased            |
| Runyus Bilrulleiebrye, Banshee Elite Crossbowman |                     |             | Deceased            |
| Saz Lilzsyiesieremme, Banshee Hammerman          |                     |             | Deceased            |
| Elle Malleejae, Banshee Hammerman                |                     |             | Deceased            |
| Dye Selryevaenjurre, Banshee Hammerman           |                     |             | Deceased            |
| Boumez Mynaebarlus, Banshee Hammerman            |                     |             | Deceased            |
| Maesa Lushaemyzorre, Banshee Hammerman           |                     |             | Deceased            |
| Soldou Nulsvurreaerarre, Banshee Hammerman       |                     |             | Deceased            |
| Inne Marlounohmzurze, Banshee Hammerman          |                     |             | Deceased            |
| Ieblinne Sohvmellelohvsae, Banshee Hammerman     |                     |             | Deceased            |
| Dye Sieryebelnbemme, Banshee Swordmaster         |                     |             | Deceased            |
| Jirido Kemushus Buzñithgathre, Human Pikeman     |                     |             | Deceased            |
| Ashro Kastroltogi, Human Merchant                |                     |             | Deceased            |
| Owba Caspaic, Human Spearman                     |                     |             | Deceased            |
| Shace Bepalide, Human Merchant                   |                     |             | Deceased            |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-25.png.html>)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 06, 2016, 02:12:33 pm**

Stand back and embrace the position. Do we have a self-destruct lever?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 06, 2016, 02:17:32 pm**

Quote from: NCommander on June 06, 2016, 02:12:33 pm  
Stand back and embrace the position. Do we have a self-destruct lever?

We did, sort of. The last 10 turns were the result.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 06, 2016, 02:18:20 pm**

Quote from: Mr Frog on June 06, 2016, 02:17:32 pm  
Quote from: NCommander on June 06, 2016, 02:12:33 pm  
Stand back and embrace the position. Do we have a self-destruct lever?  
  
We did, sort of. The last 12ish turns were the result.

I mean one that works. Generally speaking, a self-destruct is supposed to fail deadly.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 06, 2016, 02:21:38 pm**

Actually, if I'm understanding Mon's update correctly, we managed to get the banshees to retreat; we just accidentally trapped some of them in one of the airlocks, to do with as we please. So, no apocalypse *quite* yet.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 06, 2016, 02:52:12 pm**

Quote from: Mr Frog on June 06, 2016, 02:21:38 pm  
Actually, if I'm understanding Mon's update correctly, we managed to get the banshees to retreat; we just accidentally trapped some of them in one of the airlocks, to do with as we please. So, no apocalypse *quite* yet.

You're quite right. It turned out that despite all the troubles, purges, accidents, tantrum spirals and such, even with a population of fifty some dwarves with many of them being children, and without champions to talk of, we still have a formidable militia to rely on.

It seems His Gaudiness has turned on full-Stalin mode.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 06, 2016, 03:01:34 pm**

Quote from: Monitor Lisard on June 06, 2016, 02:52:12 pm  
Quote from: Mr Frog on June 06, 2016, 02:21:38 pm  
Actually, if I'm understanding Mon's update correctly, we managed to get the banshees to retreat; we just accidentally trapped some of them in one of the airlocks, to do with as we please. So, no apocalypse *quite* yet.  
  
You're quite right. It turned out that despite all the troubles, purges, accidents, tantrum spirals and such, even with a population of fifty some dwarves with many of them being children, and without champions to talk of, we still have a formidable militia to rely on.  
  
It seems His Gaudiness has turned on full-Stalin mode.

I actually laughed, because what he did in your turn dovetails nicely with the contents of some !!JOURNALS!! I have in the works right now.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 06, 2016, 03:26:03 pm**

Quote from: Mr Frog on June 06, 2016, 03:01:34 pm  
I actually laughed, because what he did in your turn dovetails nicely with the contents of some !!JOURNALS!! I have in the works right now.

Quote from: Mr Frog on June 06, 2016, 03:01:34 pm  
dovetails nicely with the contents of some !!JOURNALS!! I have in the works right now

Quote from: Mr Frog on June 06, 2016, 03:01:34 pm  
some !!JOURNALS!! I have in the works right now

GET HYPE

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 06, 2016, 03:40:40 pm**

Quote from: Mr Frog on June 06, 2016, 03:01:34 pm  
some !!JOURNALS!! I have in the works right now

I understand the madness of this place if we're using burning journals to document it.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheBiggerFish** on **June 06, 2016, 03:46:54 pm**

...Ninjas.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 06, 2016, 03:58:36 pm**

Quote from: NCommander on June 06, 2016, 03:40:40 pm  
Quote from: Mr Frog on June 06, 2016, 03:01:34 pm  
some !!JOURNALS!! I have in the works right now

I understand the madness of this place if we're using burning journals to document it.

Such is this place's fell power that any receptacle used to record accounts of it inevitably bursts into flame. I'm surprised the forums are still running.

Spoiler: [STORY TIEM](#) (click to show/hide)

# The Royal Annals of His Gaudiness Erib Catchtowns, Dauntless King of the Torrid Lash

Visions have been coming to me in the dead of night; at first they were vague and indistinct, but the more I peer through the Veil, the clearer they become. I believe that I, through my unparalleled wisdom and good breeding, have developed the gift of second sight. The images change -- sometimes people, sometimes places or events -- but they all promise the same things: Wealth. Power. Glory for the Lash, and ruination upon its enemies. All things I hold very dear indeed. They advise me, warn me of those who would seek to prevent me from taking these things which are rightfully mine -- the peasantry, the Archivist, that filthy elf in black armor.

These visions are signs from some higher power, one who has deemed me worthy of such revelation; that much is clear to me. By heeding these portents, and ensuring these treacherous swine are dealt with accordingly, I will acquire riches and glory the likes of which not even I could possibly imagine, as is my destiny as the true and rightful King of the Lash. The common folk shall look enviously upon my magnificent raiment and weep bitter tears, that they will never possess such splendour as the greatest dwarf to ever live!

Incidentally, my new bedding seems to finally be breaking in. I can almost hear it calling my name even now. Could any dwarf who yet lived have claimed to slumber upon the bones of their vanquished nemeses, wrought into the most exquisite of forms by a living vessel of divinity itself? Bah! I think not!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **DolosusDoleus** on **June 06, 2016, 05:02:56 pm**

It occurs to me, by looking at the updates, that I appear to have two dorfs in the fort. DolosusDoleus, Escaped Mental Patient and DoleusDolosus, Lunatic Cultist.

Not that I'm complaining by the way.

It also occurs to me that if my current headcanon is correct (The holistic spawn are invading His Gaudiness's consciousness), then that segues nicely into what I had planned for my write up before my power brick melted. (I was gonna have my Lunatic Cultist dorf worship the Greater Spawn)

Therefore, I'm going to artificially inflate the Clobbermountains lore a tad if that's okay with you guys.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 06, 2016, 05:07:08 pm**

Quote from: DolosusDoleus on June 06, 2016, 05:02:56 pm  
It occurs to me, by looking at the updates, that I appear to have two dorfs in the fort. DolosusDoleus, Escaped Mental Patient and DoleusDolosus, Lunatic Cultist.  
  
Not that I'm complaining by the way.  
  
It also occurs to me that if my current headcanon is correct (The holistic spawn are invading His Gaudiness's consciousness), then that segues nicely into what I had planned for my write up before my power brick melted. (I was gonna have my Lunatic Cultist dorf worship the Greater Spawn)  
  
Therefore, I'm going to artificially inflate the Clobbermountains lore a tad if that's okay with you guys.

I think the one alive is the Lunatic Cultist. He smashed like five banshees diring the battle, by the way.

Yeah, found the screenshot. It's DoleusDolosus.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 07, 2016, 02:30:59 am**

Quote from: DolosusDoleus on June 06, 2016, 05:02:56 pm  
It also occurs to me that if my current headcanon is correct (The holistic spawn are invading His Gaudiness's consciousness), then that segues nicely into what I had planned for my write up before my power brick melted. (I was gonna have my Lunatic Cultist dorf worship the Greater Spawn)  
  
Therefore, I'm going to artificially inflate the Clobbermountains lore a tad if that's okay with you guys.

(probably shouldn't read the following unless you're planning on writing something for this lol)

Spoiler: [Actual spoilers for the mini-arc I'm planning](#) (click to show/hide)

The Spawn are indeed kinda-sorta invading the King's consciousness, although it's not so much a concerted, deliberate act of mind control so much as Erib being passively defiled by the Spawn-bed's malefic essence, exacerbating his existing mental instability in the process. Although, since the Spawn seem to have a primitive hive-mind, things will probably go downhill for Erib very fast once he becomes corrupted enough to have a tenuous mental link to the rest of the horde.

I'm mostly just hoping to get a hostile race for the next fortress I do out of this, lol A horde of monsters spawned from a corrupted historical figure isn't exactly original, even within the confines of this one story, but I really like His Gaudiness and want him to have a lingering legacy.

Also, please do inflate the Clobbermountains lore in whatever manner you wish! This is supposed to be something everyone can contribute to.

E: I was trawling through the thread and found this:

Quote from: TheBiggerFish on September 15, 2015, 05:21:51 am  
Bonus points if you can make the Sofa of Evil a plot point without shoehorning it in.

Congratulations Fish; it took half a year, but you more-or-less got your wish.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 08, 2016, 02:51:21 pm**

Doobly boobly doop



How's it hanging my dudes

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Aldraglienon** on **June 08, 2016, 08:05:26 pm**

In relation to fort stuff, the WIP piece of art, I posted a little while back is going slowly. I think I might be able to get the grey scale finished soon and might show it off before my family goes on vacation in the next few days. Then I just need to do the part I am worst at...  
...  
...  
coloring.

Otherwise, most days lately have been unbearably hot, been pretty peaceful on my end otherwise.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 08, 2016, 08:29:55 pm**

Quote from: Aldraglienon on June 08, 2016, 08:05:26 pm  
In relation to fort stuff, the WIP piece of art, I posted a little while back is going slowly. I think I might be able to get the grey scale finished soon and might show it off before my family goes on vacation in the next few days. Then I just need to do the part I am worst at...  
...  
...  
coloring.  
  
Otherwise, most days lately have been unbearably hot, been pretty peaceful on my end otherwise.

It's been pretty nasty weather-wise on my end as well. Finally got a short drizzle of rain earlier, though, so things should be a bit better tonight.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **June 08, 2016, 11:19:28 pm**

Just take the weather from here  
please  
it rains too much for us poor melbournians

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 09, 2016, 09:05:57 pm**

Australia has actual weather? I thought you guys lived in a terrifying scorching desert biome.  
  
And FPS death would explain your internet speeds.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheBiggerFish** on **June 09, 2016, 09:10:34 pm**

...GWAHAHA wow I forgot I said that!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **June 09, 2016, 09:17:57 pm**

Nah, Australia isn't terrifying, it's just savage. That's why everything wants to kill you, but nothing comes back to life.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 10, 2016, 10:32:49 am**

And I'm back! Sorry for the delays guys, have been quite busy recently with all the exams. Also, I apologise for the picture below.

Quote from: NCommander on June 09, 2016, 09:05:57 pm  
Australia has actual weather? I thought you guys lived in a terrifying scorching desert biome.  
  
And FPS death would explain your internet speeds.

Quote from: TheFlame52 on June 09, 2016, 09:17:57 pm  
Nah, Australia isn't terrifying, it's just savage. That's why everything wants to kill you, but nothing comes back to life.

Spoiler: Urist McCornishconvict embarks on his Fosters-driven journey (click to show/hide)

Enough time to delve secure lodgings, ere the dingoes get hungry.  
A new chapter of dwarven history begins here at this place,  
Mateland, "Australia". Strike the earth ya fucking poofter!



([http://s1185.photobucket.com/user/Georgethegunner/media/m8t\\_1.png.html](http://s1185.photobucket.com/user/Georgethegunner/media/m8t_1.png.html))

Anyway, time for an update!

*Adressing the mop-up problem, I had Sheka pull all the appropriate bridge levers so that the panic-stricken banshees could flee at will. Their detachment, lead by an unknown officer, must have confused the tunnels, for even after the doors had been opened for them, they continued their assault towards the Cavern. The leftover banshees have sealed their fate.*



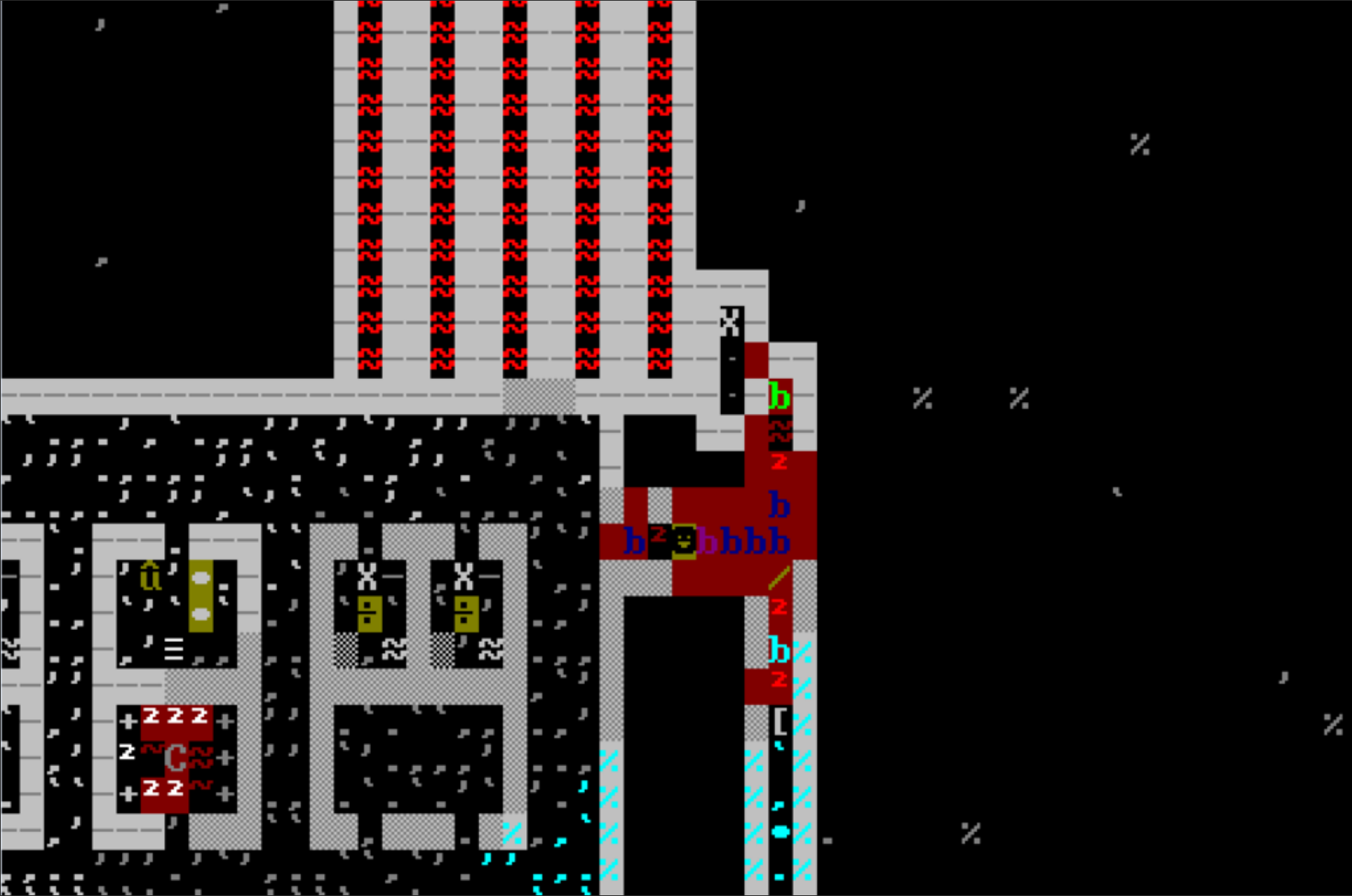
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-26.png.html>)

*One of the sworddwarves, armed as poorly as his fellow servicedwarves, was nevertheless able to hold off the panic-stricken ogres. Unable to pierce their thick hides with his meager copper blade, the dwarf kept jumping onto them, constantly getting swept back by their cudgel-like arms.*

The Swordsdwarf stabs The Ogre in the upper body with her <copper short sword>, bruising the muscle through the <<large gray gibbon leather robe>>!  
The Swordsdwarf slashes The Ogre in the upper body with her <copper short sword>, but the attack is deflected by The Ogre's <<large gray gibbon leather robe>>!  
The Swordsdwarf slashes The Ogre in the lower lip with her <copper short sword>, but the attack is deflected by The Ogre's <<large gray gibbon leather robe>>!  
The Ogre charges at The Swordsdwarf!  
The Ogre misses The Swordsdwarf!  
The Ogre collides with The Swordsdwarf!  
The Swordsdwarf is knocked over and tumbles backward!  
The Swordsdwarf slashes The Ogre in the lower body with her <copper short sword>, but the attack is deflected by The Ogre's <<large gray gibbon leather robe>>!  
The Swordsdwarf bites The Ogre in the left lower leg, bruising the muscle through the <<large gray gibbon leather robe>>!  
The Swordsdwarf latches on firmly!  
The Ogre breaks the grip of The Swordsdwarf's upper front teeth on The Ogre's left lower leg.  
The Ogre charges at The Swordsdwarf!  
The Ogre misses The Swordsdwarf!  
The Ogre collides with The Swordsdwarf!  
The Swordsdwarf is knocked over and tumbles backward!  
The Swordsdwarf slashes The Ogre in the right lower leg with her <copper short sword>, but the attack is deflected by The Ogre's <<large gray gibbon leather robe>>!  
The Swordsdwarf slashes The Ogre in the lower body with her <copper short sword>, but the attack is deflected by The Ogre's <<large gray gibbon leather robe>>!  
The Ogre charges at The Swordsdwarf!  
The Ogre misses The Swordsdwarf!  
The Ogre collides with The Swordsdwarf!  
The Swordsdwarf is knocked over and tumbles backward!  
The Swordsdwarf stabs The Ogre in the upper body with her <copper short sword>, bruising the muscle through the <<large gray gibbon leather robe>>!  
The Ogre misses The Swordsdwarf!  
→The Swordsdwarf punches The Ogre in the right upper arm with her right hand, bruising the muscle through the <<large gray gibbon leather robe>>!

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-28.png.html>)

The battle isn't over. The rest of his squad arrived shortly, tumbling through the bloodstained corridor. They mak short work of the ogres and the rest.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-27.png.html>)

A small victory has been won today for the Torrid Lash. Apparently, it's the first time in half a century I am fulfilling my duties...



|                                                  |                     |             |                     | Dwarf Fortress |
|--------------------------------------------------|---------------------|-------------|---------------------|----------------|
| Citizens <53>                                    | Pets/Livestock <45> | Others <51> | Dead/Missing <2263> |                |
| Morvbou, Ogre                                    |                     |             |                     | Deceased       |
| Lirvnonme Mulrieamjebbh, Ogre                    |                     |             |                     | Deceased       |
| Nov, Ogre                                        |                     |             |                     | Deceased       |
| Naelie, Ogre                                     |                     |             |                     | Deceased       |
| Sildudh, Ogre                                    |                     |             |                     | Deceased       |
| Runyus, Ogre                                     |                     |             |                     | Deceased       |
| Nyshie, Ogre                                     |                     |             |                     | Deceased       |
| Salra, Ogre                                      |                     |             |                     | Deceased       |
| Sornirre, Ogre                                   |                     |             |                     | Deceased       |
| Aesoh, Ogre                                      |                     |             |                     | Deceased       |
| Yhou Seizollieebh, Banshee Crossbowman           |                     |             |                     | Deceased       |
| Siesae Bolleurbshie, Banshee Crossbowman         |                     |             |                     | Deceased       |
| Urbshoh Mommeriesoh, Banshee Crossbowman         |                     |             |                     | Deceased       |
| Uohsae Verreaesye, Banshee Crossbowman           |                     |             |                     | Deceased       |
| Runyus Vermyoulubla, Banshee Crossbowman         |                     |             |                     | Deceased       |
| Rorlelle Biloshyshye, Banshee Axeman             |                     |             |                     | Deceased       |
| Bolrulle Dernouenne, Banshee Axeman              |                     |             |                     | Deceased       |
| Lirnou Amjebhsohdnelle, Banshee Axeman           |                     |             |                     | Deceased       |
| Yhou Myjousyndaz, Banshee Axeman                 |                     |             |                     | Deceased       |
| Nov Ymigesenyomme, Banshee Axeman                |                     |             |                     | Deceased       |
| Morvbou Jaedimohuev, Banshee Axeman              |                     |             |                     | Deceased       |
| Lubla Ulienejshae, Banshee Axeman                |                     |             |                     | Deceased       |
| Imurre Elsohsyndaz, Banshee Axeman               |                     |             |                     | Deceased       |
| Ohsralle Rieshorrenohros, Banshee Axeman         |                     |             |                     | Deceased       |
| Lurnvolle Verrenoushemme, Banshee Axeman         |                     |             |                     | Deceased       |
| Ounae Belrarrejohlou, Banshee Axeman             |                     |             |                     | Deceased       |
| Jalle Rishouboulou, Banshee Axeman               |                     |             |                     | Deceased       |
| Rarou Ueslaesohvmelle, Banshee Axeman            |                     |             |                     | Deceased       |
| Solbas Bohmyaclobnie, Banshee Axeman             |                     |             |                     | Deceased       |
| Bas Nymohsahie, Banshee Axeman                   |                     |             |                     | Deceased       |
| Runyus Bilrulleiebrye, Banshee Elite Crossbowman |                     |             |                     | Deceased       |
| Ourae Masbas, Banshee Hammerman                  |                     |             |                     | Deceased       |
| Saz Lilzsyesieremme, Banshee Hammerman           |                     |             |                     | Deceased       |
| Elle Malleejrae, Banshee Hammerman               |                     |             |                     | Deceased       |
| Dye Selryevaenjurre, Banshee Hammerman           |                     |             |                     | Deceased       |
| Selrille Bohriebildou, Banshee Hammerman         |                     |             |                     | Deceased       |
| Boumez Mynaebarlus, Banshee Hammerman            |                     |             |                     | Deceased       |
| Ejlae Daliesorlae, Banshee Hammerman             |                     |             |                     | Deceased       |
| Eldie Lirnouriendoh, Banshee Hammerman           |                     |             |                     | Deceased       |
| Maesa Lushaenyorre, Banshee Hammerman            |                     |             |                     | Deceased       |
| Soldou Nulsvurreaerarre, Banshee Hammerman       |                     |             |                     | Deceased       |
| Inne Marlounohmzurre, Banshee Hammerman          |                     |             |                     | Deceased       |
| Iehlinne Sohvmellelohvsae, Banshee Hammerman     |                     |             |                     | Deceased       |
| Dye Sieryebelmbemme, Banshee Swordmaster         |                     |             |                     | Deceased       |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-29.png.html)

As I have mentioned before, one of the craftsddwarves had been busy squirreling material for some project of his. The mad dwarf is stuck in the new workshop, babbling something about bones and glass.



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-30\_1.png.html)

Which reminds me of the arrangements I ought to have made a good while ago. We had to butcher all the fortress cats because... Should I even give an actual reason?

|                                          |                  | Dwarf Fortress                                  |
|------------------------------------------|------------------|-------------------------------------------------|
| Creatures                                | Overall Training |                                                 |
| Status: Domesticated                     |                  |                                                 |
| Creature                                 |                  | Owner                                           |
| Stray Kestrel, ♀ <Tame>                  | D                | Unavailable                                     |
| Stray Buzzard, ♀ <Tame>                  | D                | Unavailable                                     |
| Unoad Shukhezrad, Stray Drake, ♂ <Tame>  | D                | Unavailable                                     |
| Stray Guineacock, ♂ <Tame>               | D                | Unavailable                                     |
| Stray Turkey Hen, ♀ <Tame>               | D                | Unavailable                                     |
| Stray Cat, ♀ <Tame>                      | D                | Ready for Slaughter                             |
| Stray Guineacock, ♂ <Tame>               | D                | Unavailable                                     |
| Stray Duck, ♀ <Tame>                     | D                | Unavailable                                     |
| Stray Wolf, ♂ <Tame>                     | D                | Unavailable                                     |
| Stray Bobcat, ♀ <Tame>                   | DAW              | Unavailable                                     |
| Stray Wild Boar Sow, ♀ <Tame>            | D                | Unavailable                                     |
| Stray Kakapo, ♂ <Tame>                   | D                | Unavailable                                     |
| Stray Emu, ♀ <Tame>                      | D                | Unavailable                                     |
| Stray Hen, ♀ <Tame>                      | D                | Unavailable                                     |
| Stray Duck, ♀ <Tame>                     | D                | Unavailable                                     |
| Stray Turkey Hen, ♀ <Tame>               | D                | Unavailable                                     |
| Stray Eagle, ♀ <Tame>                    | D                | Unavailable                                     |
| Stray Kestrel, ♂ <Tame>                  | D                | Unavailable                                     |
| Stray Black Bear, ♀ <Tame>               | D                | Unavailable                                     |
| Stray Duck, ♀ <Tame>                     | D                | Unavailable                                     |
| Stray Cat, ♀ <Tame>                      | D                | Ready for Slaughter                             |
| Ducin Fikodulâh, Boar, ♂ <Tame>          | D                | Taupe' Mokgololl Murakkeshan, militia commander |
| Hafel Kilrudnonang, Manny Goat, ♀ <Tame> | D                | Ezur Kihlelâr, Trader                           |
| Stray Fox, ♂ <Tame>                      | D                | Unavailable                                     |
| Stray Drake, ♂ <Tame>                    | D                | Unavailable                                     |
| Stray Cat, ♀ <Tame>                      | D                | Ready for Slaughter                             |
| Stray Turkey Hen, ♀ <Tame>               | D                | Unavailable                                     |
| Stray Goose, ♀ <Tame>                    | D                | Unavailable                                     |
| Stray Turkey Gobbler, ♂ <Tame>           | D                | Unavailable                                     |
| Stray Rooster, ♂ <Tame>                  | D                | Unavailable                                     |
| Moldath Thukkansodel, Dog, ♀ <Tame>      | D                | 'Mate_the_888th' Tulondostob, Temp              |
| Stray Cat, ♀ <Tame>                      | D                | Ready for Slaughter                             |
| Reg Othlesthik, Guineahen, ♀ <Tame>      | D                | Atis Mazushlorban, Fishery Worker               |
| Mil Olinabhin, Billy Goat, ♂ <Tame>      | D                | Bozmar Lomashustuth, Miner                      |
| Stray Cat, ♀ <Tame>                      | D                | Ready for Slaughter                             |
| Onul Abirkol, Bug Peahen, ♀ <Tame>       | D                | Erith Nisennishthen, chief medical dwarf        |
| Stray Kitten, ♂ <Tame>                   | D                | Ready for Slaughter                             |
| Atis Alâthritlut, Goat Kid, ♂ <Tame>     | D                | Kib Islingthikut, Thresher                      |
| Stray Keet, ♀ <Tame>                     | D                | Unavailable                                     |
| Stray Mule <Tame>                        | D                | Unavailable                                     |
| Stray Ram, ♂ <Tame>                      | D                | Unavailable                                     |
| Stray Nanny Goat, ♀ <Tame>               | D                | Ready for Slaughter                             |
| Stray Rooster, ♂ <Tame>                  | D                | Unavailable                                     |
| Stray Cat, ♀ <Tame>                      | D                | Ready for Slaughter                             |
| Stray Dog, ♀ <Tame>                      | D                | Unavailable                                     |
| <tame toad>                              |                  | Unavailable                                     |
| Python, ♂                                | A                | Not Tame                                        |
| Bilou, ♀                                 | A                | Not Tame                                        |
| Bilou, ♂                                 | A                | Not Tame                                        |
| Bilou, ♀                                 | A                | Not Tame                                        |
| Giant Bat, ♂                             | AH               | Not Tame                                        |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-31\_1.png.html)

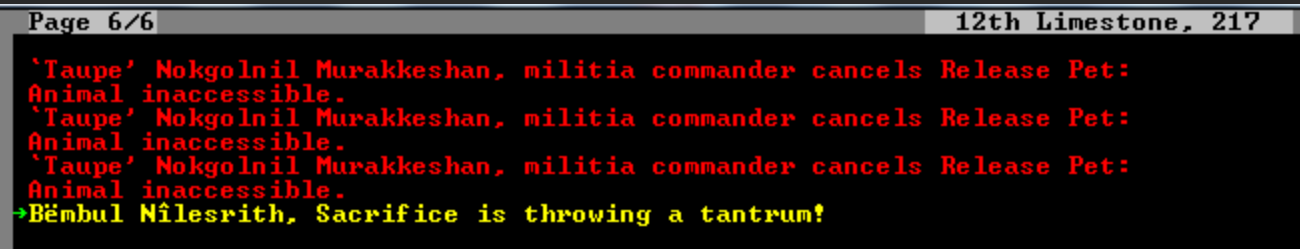
Chief Medical Dwarf has brought in a report concerning the wounded (which we have plenty of). Among them he listed the clumsy miner,

who got some of his bones broken.



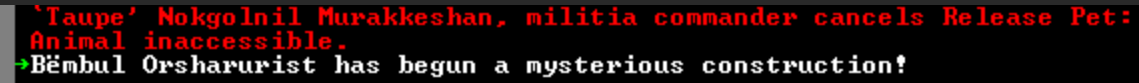
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-32.png.html>)

Riots! Not on my watch. Sending the guards in immediately so they can teach those peons a lesson.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-33.png.html>)

At last, the strange dwarf has proceeded with the construction. Loud hammering can be heard coming from the industrial area, as the possessed dwarf creates... something.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-34.png.html>)

Obsidian, forgotten beast silk, spawn bone, gold bars, some gemstones... Cat bone? What is he making with all of that?



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-35.png.html>)

Sheka tells me about some kind of disturbance... I shall take a look.

The Cavern central. A ragged peasant sits right in it's center growling at few spectators. The commoners surround me. Two thugs grab me by the arms, so I smash one of the unruly mobsters onto the ground.

The other moment, the soldiers come in to save the day, led by His Guadiness' chef.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-36.png.html>)

Pushing the bums aside, they approach the berserk.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-37.png.html>)

The cook, a large dwarf dressed in a long white robe, begins with crushing the wrongdoer's bones with his maul, like if he was tenderising

cat meat for the royal meal.

The Lunatic Cultist bashes The Sacrifice in the left upper leg with his <+steel mace+>, shattering the bone through the \*rope reed fiber cloak\*!  
The Sacrifice misses The Lunatic Cultist!  
The Lunatic Cultist bashes The Sacrifice in the upper body with his <+steel mace+>, bruising the muscle and bruising the right lung through the \*rope reed fiber cloak\*!  
The Sacrifice is having trouble breathing!  
The Lunatic Cultist scratches The Sacrifice in the left lower arm, shattering the bone through the \*rope reed fiber cloak\*!  
The Lunatic Cultist bashes The Sacrifice in the left foot with his <+steel mace+>, bruising the muscle through the <sheep wool shoe>!  
The Sacrifice misses The Lunatic Cultist!  
The Lunatic Cultist bashes The Sacrifice in the lower body with his <+steel mace+>, bruising the muscle and bruising the guts through the \*rope reed fiber cloak\*!  
The Lunatic Cultist bashes The Sacrifice in the head with his <+steel mace+>, bruising the muscle and tearing apart the upper spine's nervous tissue!  
The Lunatic Cultist bashes The Sacrifice in the head with his <+steel mace+>, bruising the muscle and shattering the skull!  
→The Lunatic Cultist bashes The Sacrifice in the head with his <+steel mace+>, bruising the muscle and tearing apart the upper spine's nervous tissue!

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-38.png.html>)

Just the way he treated the ogres - in the very same fashion, he smashed the mad dwarf's body part into mush first, finishing him off with a swift blow afterwards.

The Kills of 'DoleusDolosus' óriden Idithílul Lorban

Eight Notable Kills

Runyus Hogkindle the banshee, d. 217  
Rarou Tradeputrid the banshee, d. 217  
Bounez Fastentoad the banshee, d. 217  
Nov Teethsaints the banshee, d. 217  
Rorlelle Embraceangels the banshee, d. 217  
Moruhou Tombgales the banshee, d. 217  
Aesoh the ogre, d. 217  
Bëmbul Strapbells the dwarf, d. 217

Nine Other Kills

Nine goblins (♀) in The Earthen Swamps

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-39.png.html>)

It seems that the western corridor has bcome largely unusable due to the underground trees and shrubbery that had effectively taken over it. I am ordering a lumberjack to clear in out.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-40.png.html>)

The migrants! Very well. Also, a dwarf by the name Taupe has been growing hard-bitten with his pleas... He's talking about some domestic animal left outside long ago. I presume it either fled or has been dead for years.

'Taupe' Nokgolnil Murakkeshan, militia commander cancels Release Pet:  
Animal inaccessible.  
Some migrants have arrived.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-41.png.html>)

The item the crafts dwarf has been working on was presented to His Gaudiness and the local "nobility" recently.

→Bëmbul Orsharurist, Stonecrafter has created Zulbanudist Tellistnum, a obsidian ring!

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-42.png.html>)

An exsessively ornate ring made of solid obsidian, studded with gold, spawn and cat bone, and some strange silk ribbons. It was immediately claimed by sinister-looking Erib (thought no one really disputed his rights to wear it).

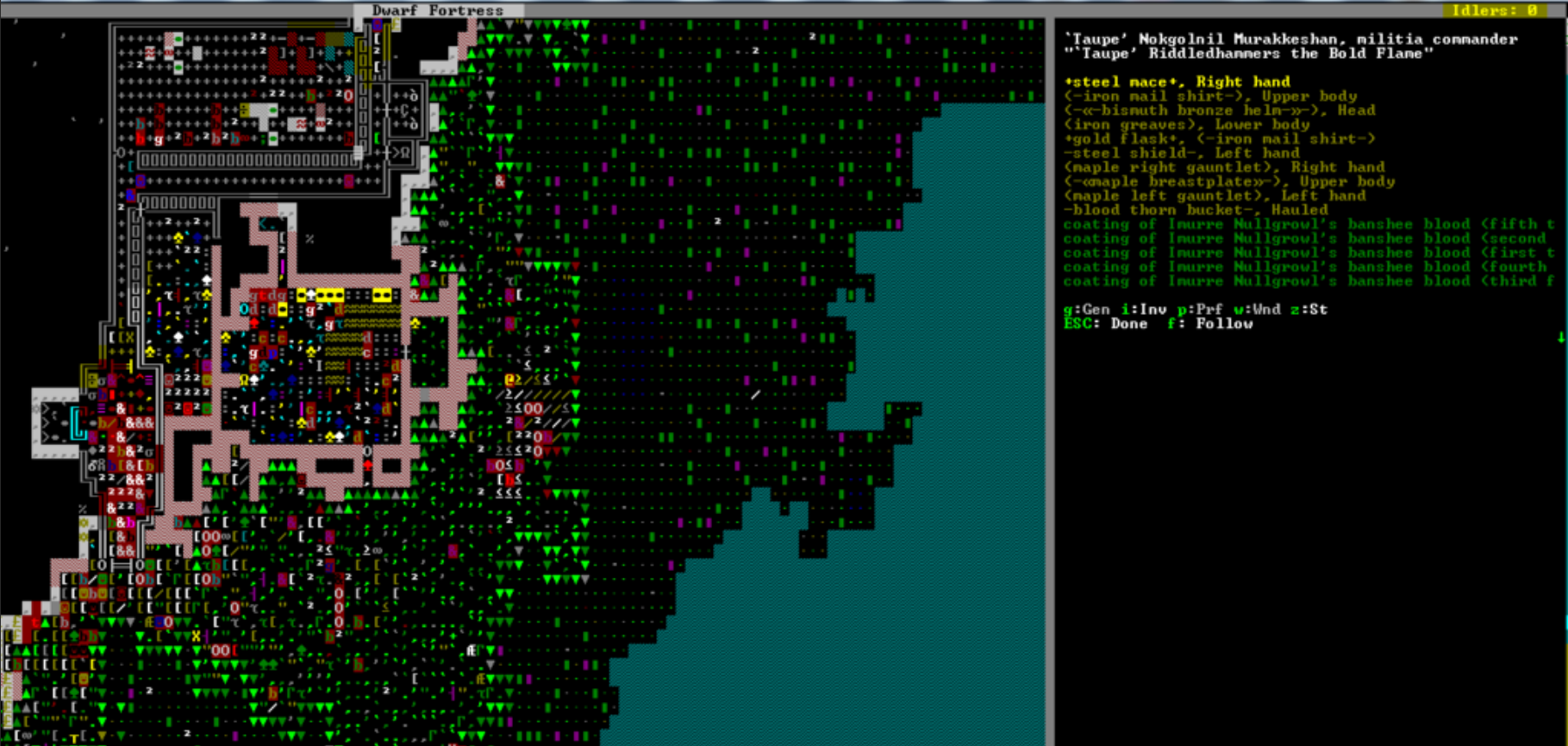
Zulbanudist Tellistnum, "Bannerpleat the Infallible Uind", a obsidian ring

This is a obsidian ring. All crafts dwarfship is of the highest quality. It is encrusted with round obsidian cabochons and rectangular almandine cabochons. This object nenaces with spikes of forgotten beast silk. On the item is an image of 'Wolf' Roadclose the dwarf and a traction bench in holistic spawn bone. 'Wolf' Roadclose is admiring the traction bench. On the item is an image of dwarves in brown zircen. On the item is an image of cushion cut gems in gold. On the item is an image of a giant desert scorpion in anethyut. On the item is an image of dwarves in cat bone. The dwarves are laboring. The artwork relates to the foundation of Clobbermountains by The Everlasting Bodices of The Torrid Lash in the early spring of 201.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-43.png.html>)

It seems that colonel's urges has overwhelmed his mind completely. He dashed outside, searching for his beloved boar. I told Sheka to witness the upcoming event from a safer place.





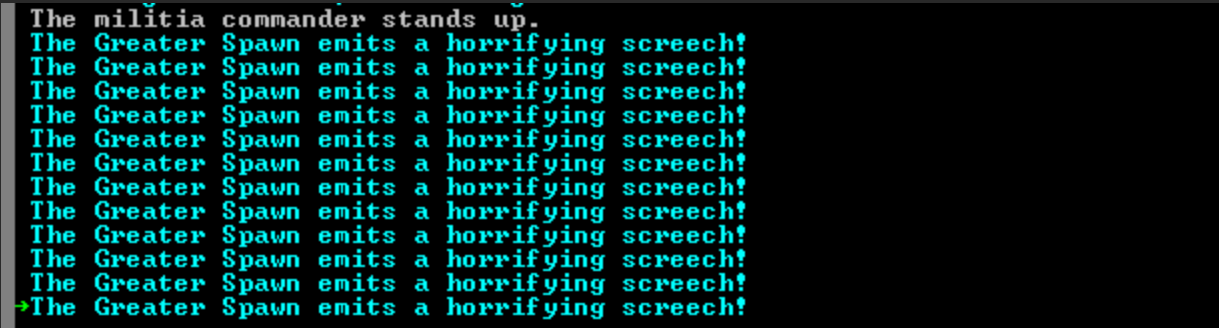
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-44.png.html>)

Just as the militia commander approached the cage where his pet must have been stuck the whole time, an ugly shadow fell upon him.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-45.png.html>)

He had nowhere to run. And even if he could run somewhere, nothing would have saved him from **the Call**.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-46.png.html>)

The more you exist in this world, the more of Romimi's wonders are shown to you. After all the years of experience, there is nothing left here that would astonish you in any way. But the newcomers - they do sometimes react in a most sincere, genuine way. And that's how Sheka reacted to something I have seen hundred of times.

"Sire", she said, describing the following events, "The dwarf... Has exploded into a pile of gore! With hunks of meat hanging from his skeleton! But then the skeleton transformed! And grew some huge ugly claws! And it also grew it's skin back! And left a pool of goo back there!"

Sure it did, sweetheart.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-47.png.html>)

Back to the business. The industrial area's almost finished. His Gaudiness insists on frequent use of child labour. He calls it "An effective way to manage dwarven resources". Whatever. The ruler of this place does as he pleases.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-48.png.html>)

On the other hand, this dwarf hasn't told me much about the Archivist's whereabouts. I suppose that before leaving I might as well tap into the Federal Reserve. Who knows, some strands might be useful... Though I'll have to come up with a method of transportation, because, both Sheka and I are somewhat... unfavourable of that very metal.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-2-49.png.html>)

OOC note: Even after his turning, Taupe remained the commander of our militia. How fascinating. Also, he's listed as berserk.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Aldraglienon** on **June 10, 2016, 11:57:45 am**

So...  
In summery the situation is SNAFU but still doing better then we have in the past.  
Keep up the good work!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **June 10, 2016, 05:39:22 pm**

FUCK also I should have stolen Taupe's dwarf, look at that name.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Crashmaster** on **June 10, 2016, 07:42:51 pm**

'De boar'

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 10, 2016, 08:00:55 pm**

Quote  
And I'm back! Sorry for the delays guys, have been quite busy recently with all the exams.

S'okay, I just wanted to know what was going on.

Quote  
Also, I apologise for the picture below.

Never apologise for !!ART!!

Now, time for another of the journals I've been working on (I have a bunch written in advance, so it'd be great if y'all could keep Erib alive for at least another turn and a half):

Spoiler: [His Gaudiness 2: The Gaudening](#) (click to show/hide)

# The Royal Annals of His Gaudiness Erib Catchtowns, Dauntless King of the Torrid Lash

The visions continue. In the depths of my slumber, prophecies spool forth like bolts of the finest elvish silk. At the end, like a light at the end of a tunnel, I see riches beyond imagination -- wealth beyond even that of the pitiful Spire which started this mad farce, all for my taking. Even so, I know it will not come easily. As with all things, *obstacles* must be overcome. I am surrounded by parasites, pitiful leeches which would only rob me of what is rightfully mine. By my name and title as the King of the Lash, they shall be eliminated -- either crushed into submission, or sent to the forges in Dwarfhalla; it matters not to me.

It will be a difficult, and risky, road. Even one of my stature must be wary of the gutter-born masses, should they find the audacity to



band together as one -- particularly with that infernal black-clad elf pulling strings like a filthy cave spider. But, my will shall be done. As always, I shall have what I desire, and those who would impede me shall be eliminated. However they seek to keep me from my birthright, they shall fail. They shall fail.

Today, however, I am victorious, for I have secured yet another prize for my collection: a most exquisite ring, hewn from obsidian by a mad craftsman and adorned with intricate inlays of Spawn bone. Truly precious. As much as I enjoy displaying it on my person, I must hide it somewhere the rabble cannot find it, for I know that they seek to take it from me; I'm quite sure I saw one of the brewers eyeing me darkly as I passed by, clearly envious of my acquisition. Bah! Let him look. It's all he shall get of it!

E: I will be away from my computer for a few days starting on Sunday, so if the abrupt silence would have panicked anyone, fear not; I will (probably) still be alive.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **June 11, 2016, 01:34:55 am**

"Oh hey, I've been redwarfed! I wonder what my dwarf is up t--

...oh.

...Oh.

...Oh well."

Well that's... an interesting career path he's been taking. I want to be sad or surprised or baffled but I cant anymore. This fortress man.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 11, 2016, 01:42:44 am**

Quote from: Taupe on June 11, 2016, 01:34:55 am

"Oh hey, I've been redwarfed! I wonder what my dwarf is up t--

...oh.

...Oh.

...Oh well."

Well that's... an interesting career path he's been taking. I want to be sad or surprised or baffled but I cant anymore. This fortress man.

Do you want another dwarf after this one goes ~~so we can see how that one dies?~~

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **June 11, 2016, 10:08:43 am**

Quote from: Mr Frog on June 11, 2016, 01:42:44 am

Quote from: Taupe on June 11, 2016, 01:34:55 am

"Oh hey, I've been redwarfed! I wonder what my dwarf is up t--

...oh.

...Oh.

...Oh well."

Well that's... an interesting career path he's been taking. I want to be sad or surprised or baffled but I cant anymore. This fortress man.

Do you want another dwarf after this one goes ~~so we can see how that one dies?~~

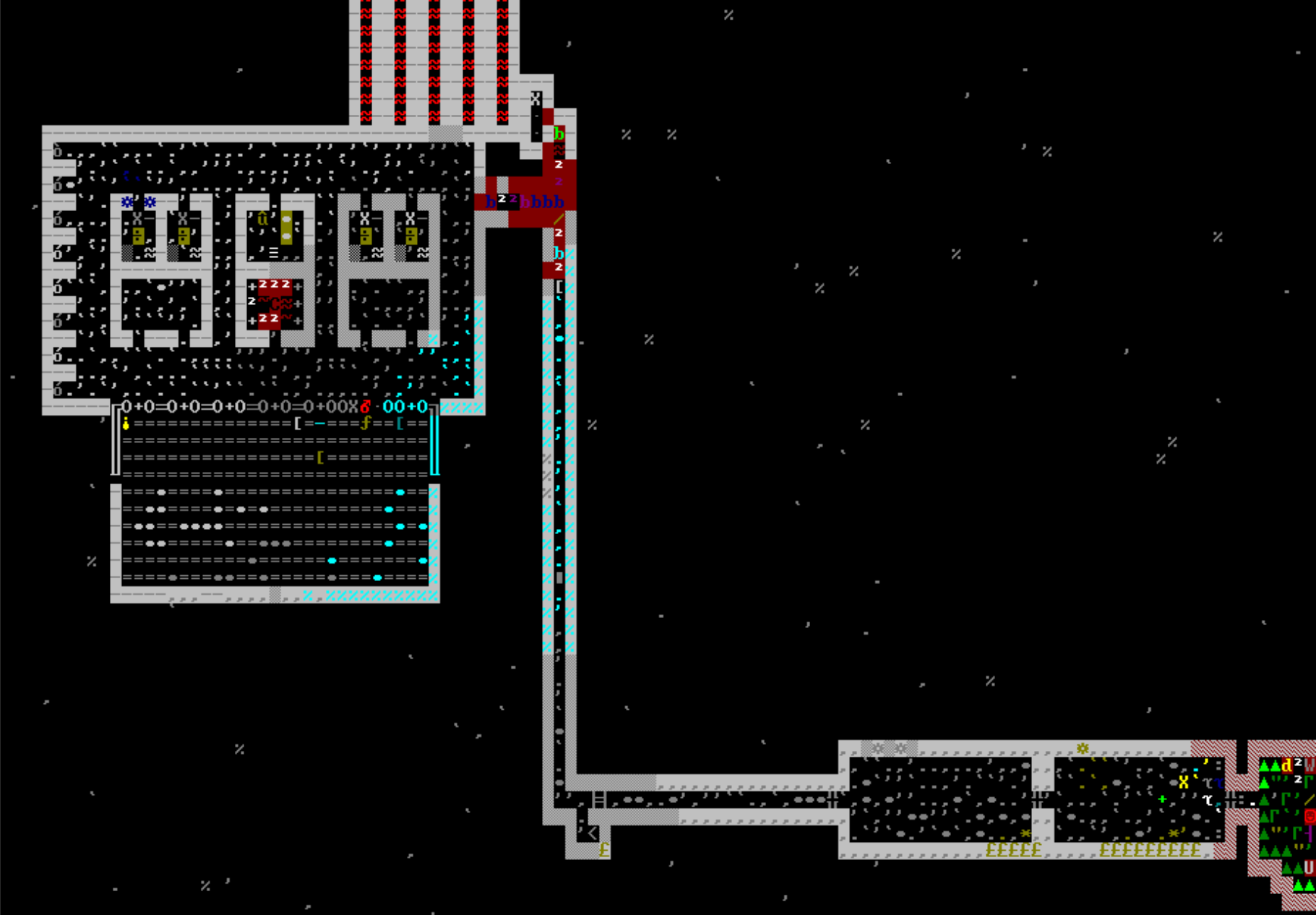
In due time. I have great hopes for our current militia commander tho.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **chaotic skies** on **June 12, 2016, 03:29:54 am**

If all goes well, maybe we can tame the militia commander and claim him as our own once again. ~~Or maybe we can feed him to the lava gods.~~

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 12, 2016, 12:34:04 pm**

*In order to secure and promote trade, His Gaudiness King Erib the Mighty has issued an order to improve the existing airlocks by building trade depots inside. Easier said then done... Not that this place is low on workers or materials. In fact, one of the airlocks in question is currently dweltt by a large specimen of Spawn.*



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-1.png.html>)

The guard commander claims that said monster is severely maimed and hardly able to fight back due to distinct lack of limbs. I doubt so. The last time their battle prowess was tested, many a dwarf died.



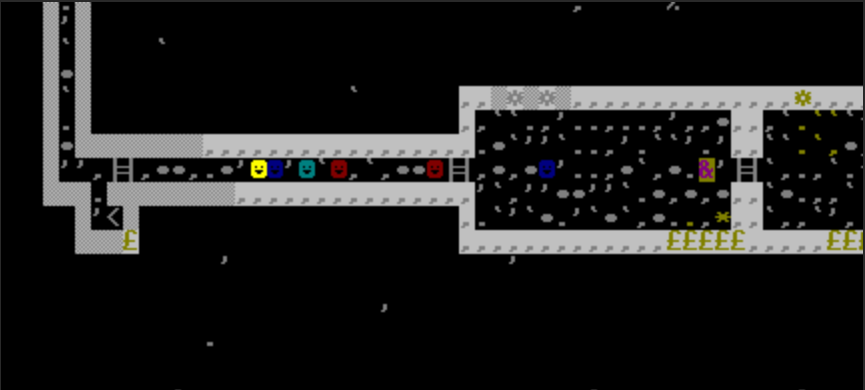
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-2.png.html>)

Anyway, I'm ordering the troops in, just to see how well our hardened peasants will fare against such a foe.



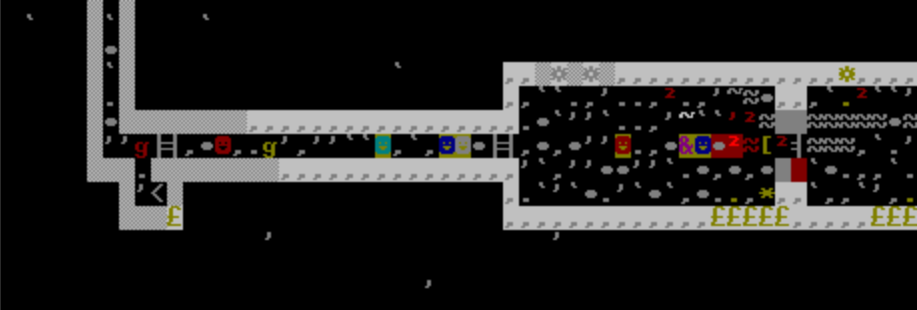
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-3.png.html>)

When the troops were about to charge inside, the king has called upon me to record a new mandate... I left Sheka near the bridge so she could recite the more interesting parts of the upcoming battle for me later.



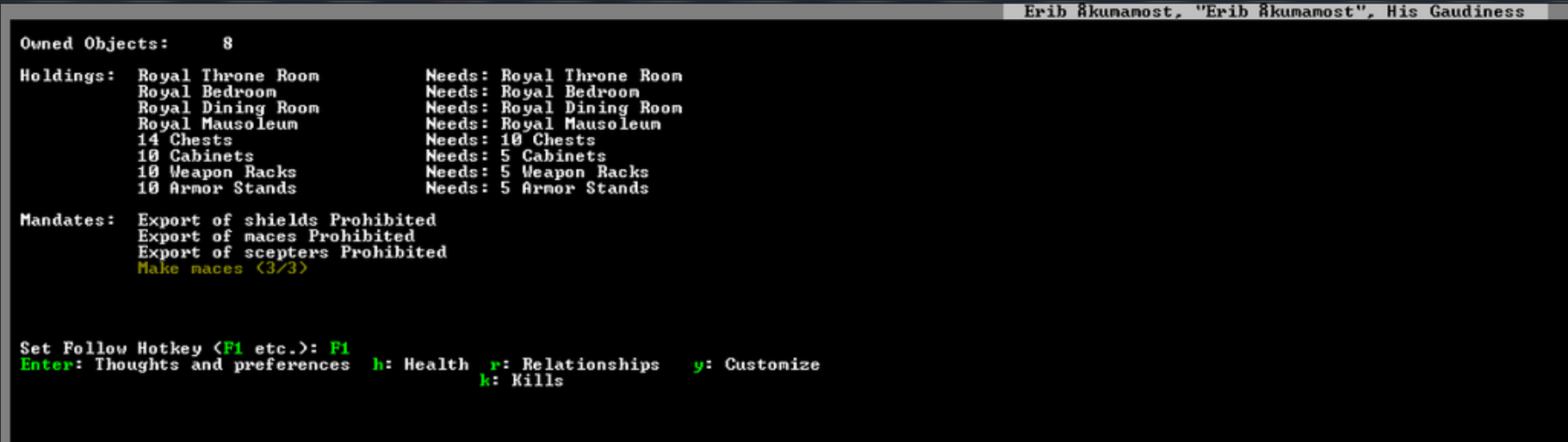
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-4.png.html>)

What a shameful display. Seasoned veterans were unable to put down a single heavily crippled monstrosity and are running for their lives. I am having all of them punished.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-5.png.html>)

Why would you need those maces again, Erib? The Spawn are seemingly resistant to blunt damage, and all these demands just make waste of the most scarce resourses of this place.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-6.png.html>)

Despite all the chaos, most of the soldiers managed to escape. While the monster was busy clawing the poor axedwarf to death, I was able to look closer at the battle results. Some severed limbs, two injured, one dead. And a large pool of some weird-smelling blood... I wonder what will happen next.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-7.png.html>)

On the other note, local demand for mittens and shoes has fallen dramatically.

Shorast Konosîton Her left foot is gone. Her left lower arm is gone.  
'DoleusDolosus' óriden Idithîlul Lorbam His right hand is gone.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-8.png.html>)

Also, our numbers are quickly returning back to "acceptable". Very well!

Mûthkat Esmulcerol, Stonecrafter cancels Weave Thread into Silk: Needs 1 unused collected silk thread.  
→Degël idathrigôth, Leatherworker has given birth to a girl.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-9.png.html>)

Might I say, this raid was most beneficial for this colony, and bore many a fruit so important for our nation. Sheka is being dispatched to His Gaudiness bearing my optimistical report on trade depot situation.

Oh, and the merchants are here! Just in time.

A caravan from Shakethmeng has arrived.  
→Their wagons have bypassed your inaccessible site.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-10.png.html>)

My squire has spotted a sole tiny cart so far, driven by a single yak. More will come soon, for sure.



| Dwarf Fortress                                            |                       |
|-----------------------------------------------------------|-----------------------|
| Citizens <55>                                             | Pets/Livestock <43>   |
| Others <55>                                               | Dead/Missing <2268>   |
| Stray Doe Rabbit <Tame>                                   | Merchant <Caged>      |
| Yak Bull                                                  | Merchant              |
| Dodók Endokmuzish, Merchant                               | Merchant              |
| Hungry Head                                               | Wild Animal           |
| Hungry Head                                               | Wild Animal           |
| Hungry Head                                               | Wild Animal           |
| Hungry Head                                               | Wild Animal           |
| Hungry Head                                               | Wild Animal           |
| Pond Grabber                                              | Wild Animal           |
| Pond Grabber                                              | Wild Animal           |
| Pond Grabber                                              | Wild Animal           |
| Pond Grabber                                              | Wild Animal           |
| Akon, Forgotten Beast                                     | Uninvited Guest       |
| Sethal Azmolhisek, Forgotten Beast                        | Uninvited Guest       |
| Utes Unnusest, Forgotten Beast                            | Uninvited Guest       |
| Giant Bat                                                 | Wild Animal <Caged>   |
| Zasit Stelidkib, Ghostly Axedwarf                         | Undead                |
| Rieshou Rov Ilou, Forgotten Beast                         | Uninvited Guest       |
| Nomar Pabozejem, Forgotten Beast                          | Uninvited Guest       |
| Nônuh Gósmervouthil, Forgotten Beast                      | Uninvited Guest       |
| Reksas, Forgotten Beast                                   | Uninvited Guest       |
| ‘Taupe’ Nokgolnil Murakkeshan, Holistic Spawn Stoneworker | Berserk               |
| Bujit Thetalusan Oce Xubkib, Forgotten Beast              | Uninvited Guest       |
| Dou Eshnaeraeloh Uysdorrerabiennenne, Forgotten Beast     | Uninvited Guest       |
| Bilou                                                     | Wild Animal <Caged>   |
| Bilou                                                     | Wild Animal <Caged>   |
| Bilou                                                     | Wild Animal <Caged>   |
| Leronguthstak Ular Amas, Greater Spawn                    | Underworld            |
| Gósmierzimesh, Greater Spawn                              | Underworld            |
| Tetóthmunsog Cinngotol Gakit, Greater Spawn               | Underworld            |
| Godunaron Arak Orshar, Greater Spawn                      | Underworld            |
| Nasodannesh Ibrukonan, Greater Spawn                      | Underworld            |
| Selrillevalle, Greater Spawn                              | Underworld            |
| Nilesiklist Bimmonobur, Greater Spawn                     | Underworld            |
| Greater Spawn                                             | Underworld            |
| Umerdotir Inrusngalák, Greater Spawn                      | Underworld            |
| Thehilcim Astannobgost Ostar, Greater Spawn               | Underworld            |
| Ngotolkalur Thebilerong, Greater Spawn                    | Underworld            |
| Python                                                    | Wild Animal <Caged>   |
| Johlou Savohbalshelle, Banshee Swordsman                  | Caged Prisoner        |
| Arbsoh Vilienaesos, Banshee Swordsman                     | Caged Prisoner        |
| Tozür, Forgotten Beast                                    | Uninvited Guest       |
| Hungry Head                                               | Wild Animal <Caged>   |
| Soszye, Ogre                                              | Caged Prisoner        |
| Ngokang Smusmsmunstu, Goblin Hammerman                    | Caged Prisoner        |
| Xuspgas Ozudhor, Goblin Bowman                            | Caged Prisoner        |
| Stosbûb Ostesphâx, Goblin Bowman                          | Caged Prisoner        |
| Atu Ioltonguslu, Goblin Bowman                            | Caged Prisoner        |
| Ber Xuspgassotuk, Goblin Crossbowman                      | Caged Prisoner        |
| Dostngosp Nosostzom, Goblin Thief                         | Caged Prisoner        |
| Zotir Lishbanik, Forgotten Beast                          | Uninvited Guest       |
| Blind Cave Ogre                                           | Wild Animal <Chained> |
| Giant Old                                                 | Wild Animal           |
| Magma Crab                                                | Wild Animal           |
| Ultèrkoben, Magma Crab                                    | Wild Animal           |

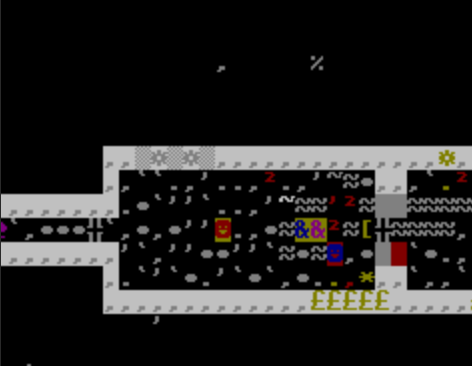
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-11.png.html>)

Huh, what is that! A half-dead peasant with innards splattered all over the floor managed to get his... stuff together and started to fight back! How... convenient!

Zefon Idoltar, Strand Extractor cancels Drink: Dangerous terrain.  
→Mebzuth Berorstist, Axedwarf has transformed into a holistic spawn!

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-12.png.html>)

Two beasts are now clawing each other. I hope the axedwarf turned spawn will finish the job.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-13.png.html>)

Go, go!... You unknown peon. Go and bring glory for the Mountainhome!

The Greater Spawn claws The Axedwarf in the upper body with her second claw, right hand, tearing apart the muscle and tearing apart the liver!  
The Greater Spawn emits a horrifying screech!  
The Greater Spawn claws The Axedwarf in the lower body with her second claw, right hand, tearing apart the muscle and bruising the pancreas through the X-cave spider silk trousers-X!  
The Greater Spawn claws The Axedwarf in the lower body with her second claw, right hand, tearing apart the muscle and bruising the stomach through the X-cave spider silk trousers-X!  
An artery has been opened by the attack!  
The Greater Spawn emits a horrifying screech!  
The Greater Spawn claws The Holistic Spawn Axeman in the upper body with her second claw, right hand, tearing the muscle and tearing the middle spine's nervous tissue!  
A tendon in the middle spine has been torn!  
The Holistic Spawn Axeman misses The Greater Spawn!  
The Greater Spawn claws The Holistic Spawn Axeman in the right upper leg with her second claw, right hand, fracturing the bone!  
A tendon has been torn!  
The Holistic Spawn Axeman misses The Greater Spawn!  
The Greater Spawn claws The Holistic Spawn Axeman in the lower body with her second claw, right hand, tearing the muscle and spilling her reeking guts!  
The Greater Spawn claws The Holistic Spawn Axeman in the upper body with her second claw, right hand, tearing the muscle and tearing apart the middle spine's nervous tissue!  
A tendon in the middle spine has been torn!  
The Holistic Spawn Axeman misses The Greater Spawn!  
The Greater Spawn claws The Holistic Spawn Axeman in the right lower leg with her second claw, right hand and the severed part sails off in an arc!  
The Greater Spawn claws The Holistic Spawn Axeman in the right hand with her second claw, right hand and the severed part sails off in an arc!  
The Holistic Spawn Axeman misses The Greater Spawn!  
The Greater Spawn claws The Holistic Spawn Axeman in the upper body with her second claw, right hand, tearing apart the muscle and tearing apart the left lung!  
The Greater Spawn claws The Holistic Spawn Axeman in the fourth toe, left foot with her second claw, right hand, tearing apart the fat!  
The Greater Spawn claws The Holistic Spawn Axeman in the lower body with her second claw, right hand, tearing the muscle and tearing the lower spine's nervous tissue!  
A tendon in the lower spine has been torn!  
The Holistic Spawn Axeman has become enraged!  
The Holistic Spawn Axeman misses The Greater Spawn!  
The Greater Spawn claws The Holistic Spawn Axeman in the lower left back teeth with her second claw, right hand and the severed part sails off in an arc!  
The Greater Spawn claws The Holistic Spawn Axeman in the right lower arm with her second claw, right hand and the severed part sails off in an arc!  
The Holistic Spawn Axeman misses The Greater Spawn!  
The Greater Spawn claws The Holistic Spawn Axeman in the left lower arm with her second claw, right hand and the severed part sails off in an arc!  
The Greater Spawn claws The Holistic Spawn Axeman in the right upper leg with her second claw, right hand and the severed part sails off in an arc!  
The Greater Spawn claws The Holistic Spawn Axeman in the lower body with her second claw, right hand, tearing apart the muscle and tearing apart the pancreas!  
The Holistic Spawn Axeman misses The Greater Spawn!  
The Greater Spawn claws The Holistic Spawn Axeman in the lower body with her second claw, right hand, tearing apart the muscle!  
The Greater Spawn claws The Holistic Spawn Axeman in the right eyelid with her second claw, right hand, tearing it apart!  
The Holistic Spawn Axeman misses The Greater Spawn!  
The Greater Spawn claws The Holistic Spawn Axeman in the lower body with her second claw, right hand, tearing apart the muscle and tearing apart the stomach!  
The Greater Spawn claws The Holistic Spawn Axeman in the left lower leg with her second claw, right hand, tearing apart the muscle!  
The Greater Spawn claws The Holistic Spawn Axeman in the right upper arm with her second claw, right hand and the severed part sails off in an arc!  
The Holistic Spawn Axeman misses The Greater Spawn!  
The Greater Spawn claws The Holistic Spawn Axeman in the left upper leg with her second claw, right hand, tearing the muscle!  
The Greater Spawn claws The Holistic Spawn Axeman in the lower body with her second claw, right hand, tearing apart the muscle and tearing apart the spleen!  
The Holistic Spawn Axeman misses The Greater Spawn!  
The Greater Spawn claws The Holistic Spawn Axeman in the lower body with

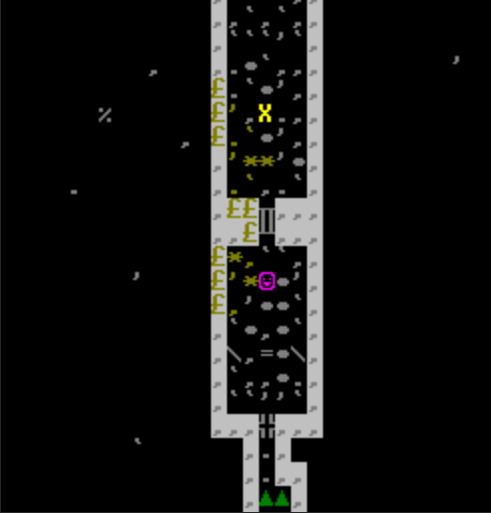
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-14.png.html>)

Even in death the locals manage to disappoint me. Was one slain demon too much to ask for?

Mebzuth Berorstist, Holistic Spawn Axeman is no longer enraged.  
→Mebzuth Berorstist, Holistic Spawn Axeman has been struck down.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-15.png.html>)

To accelerate the construction of the Depots, His Gaudiness lays one of the cornerstones himself. He is really showing an example to those loafers.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-16.png.html>)

What a turn! The traders didn't really slip through the goblin patrols! Instead, they brought some of those green skinned barbarians to this place.

Well, unfortunately our military's not in shape for a fight, so, maybe you could probably settle the issue on your own?

The Enemy Is Upon Us!

A vile force of darkness has arrived!

([http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-17\\_1.png.html](http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-17_1.png.html))

Sheka reported me to three full companies led by some distinguished warchiefs. Since depots haven't been completed yet, we're keeping the bridges up. What are the traders doing now?

| Dwarf Fortress                        |                     |                                  |
|---------------------------------------|---------------------|----------------------------------|
| Citizens <53>                         | Pets/Livestock <43> | Others <109> Dead/Missing <2270> |
| Gozru, Ogre                           |                     | Invader                          |
| Em, Ogre                              |                     | Invader                          |
| Song Amxuatan, Goblin Pikeman         |                     | Invader                          |
| Stasost Okokutes, Goblin Pikeman      |                     | Invader                          |
| Smunstu Uksosastspub, Goblin Pikeman  |                     | Invader                          |
| Atu Smoxutolngö, Goblin Pikeman       |                     | Invader                          |
| Damsto Iospasushu, Goblin Pikeman     |                     | Invader                          |
| Snodub Omoatu, Goblin Pikeman         |                     | Invader                          |
| Usbu Uzobolngö, Goblin Pikeman        |                     | Invader                          |
| Osnun Okmoem, Goblin Pikeman          |                     | Invader                          |
| Strodno Strosoazstrog, Goblin Pikeman |                     | Invader                          |
| Xuspgas Zolakkabu, Goblin Pikeman     |                     | Invader                          |
| Snodub Ngomotsmor, Goblin Pikeman     |                     | Invader                          |
| Snodub Alorurar, Goblin Pikeman       |                     | Invader                          |
| Usbu Mustasnang, Goblin Pikeman       |                     | Invader                          |
| Zolak Otuzosta, Goblin Master Lasher  |                     | Invader                          |
| Snodub Slaxuurar, Goblin Axeman       |                     | Invader                          |
| Snamoz Asubnako, Goblin Axeman        |                     | Invader                          |
| Bax Xosunggokang, Goblin Axeman       |                     | Invader                          |
| Snang Dökuksos, Goblin Axeman         |                     | Invader                          |
| Damsto Gögustatosbüh, Goblin Axeman   |                     | Invader                          |
| Bax Susmguslu, Goblin Axeman          |                     | Invader                          |
| Atu Aröspstozu, Goblin Axeman         |                     | Invader                          |
| Ozud Atuasmarar, Goblin Axeman        |                     | Invader                          |
| Utes Mgebzoxedub, Goblin Axeman       |                     | Invader                          |
| Mako Smoutes, Goblin Axeman           |                     | Invader                          |
| Nguslu Urarnguslu, Goblin Axeman      |                     | Invader                          |
| Ngokang Zokstosbüh, Goblin Axeman     |                     | Invader                          |
| Ber Ngustöuksos, Goblin Axeman        |                     | Invader                          |
| Osta Dongdungebzo, Goblin Axeman      |                     | Invader                          |
| Dang Smatakutsnob, Goblin Axeman      |                     | Invader                          |
| Ngom Zolakustu, Goblin Swordmaster    |                     | Invader                          |
| Dostngosp Amxunesle, Goblin Spearman  |                     | Invader                          |
| Asno Rusmozolak, Goblin Spearman      |                     | Invader                          |
| Smunstu Okalngerxung, Goblin Spearman |                     | Invader                          |
| Em Säsposta, Goblin Spearman          |                     | Invader                          |
| Bosa Stosbühraslost, Goblin Spearman  |                     | Invader                          |
| Zolak Engastasost, Goblin Spearman    |                     | Invader                          |
| Estrur Snusogur, Goblin Spearman      |                     | Invader                          |
| Gozru Ozstagem, Goblin Spearman       |                     | Invader                          |
| Olngö Bosaötä, Goblin Spearman        |                     | Invader                          |
| Amxu Ngostoolngö, Goblin Spearman     |                     | Invader                          |
| Kutsmob Stanguaslot, Goblin Spearman  |                     | Invader                          |
| Zolak Ostaruspzuz, Goblin Spearman    |                     | Invader                          |
| Nguslu Amxunuklat, Goblin Spearman    |                     | Invader                          |
| Ago Despoarstruk, Goblin Spearman     |                     | Invader                          |
| Smunstu Olngöreng, Goblin Spearman    |                     | Invader                          |
| Osta Stazgudolngö, Goblin Pikemaster  |                     | Invader                          |
| Stray Horse <Tame>                    |                     | Merchant <Caged>                 |
| Stray Cavy Sow <Tame>                 |                     | Merchant <Caged>                 |
| Stray Doe Rabbit <Tame>               |                     | Merchant <Caged>                 |
| Water Buffalo Bull                    |                     | Merchant                         |
| Edem Medtoblaz, Merchant              |                     | Merchant                         |
| Kumil Lamesmeng, Hammerdwarf          |                     | Merchant                         |
| Yak Bull                              |                     | Merchant                         |
| Dodók Endokmuzish, Merchant           |                     | Merchant                         |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-19.png.html>)

Well, they succumb to the goblin menace... Way too easily. Taking out one of the goblins in the process.

| Page 1/1                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 18th Timber, 217 |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|
| The Goblin Pikeman attacks The Macedwarf but She jumps away!<br>The Macedwarf bashes The Goblin Pikeman in the left upper leg with her <<bismuth bronze mace>>, bruising the skin through the <<cave spider silk trousers>>!<br>The Macedwarf bashes The Goblin Pikeman in the right lower leg with her <<bismuth bronze mace>>, fracturing the bone through the <<cave spider silk trousers>>!<br>The Goblin Pikeman misses The Macedwarf!<br>The Macedwarf bashes The Goblin Pikeman in the right lower arm with her <<bismuth bronze mace>>, fracturing the bone through the <<troll fur robe>>!<br>The Macedwarf bashes The Goblin Pikeman in the head with her <<bismuth bronze mace>>, bruising the muscle, jamming the skull through the brain and tearing the brain!<br>The Goblin Pikeman has been knocked unconscious!<br>The Goblin Master Lasher lashes The Macedwarf in the right upper arm with her <<iron scourge>>, fracturing the bone and fracturing the right shoulder's bone through the <<water buffalo leather armor>>!<br>The Macedwarf loses hold of the <<bismuth bronze mace>>.<br>The Macedwarf gives in to pain.<br>The Goblin Pikeman stabs The Macedwarf in the upper body with her <<silver pike>>, tearing the muscle and tearing the heart through the <<water buffalo leather armor>>!<br>A major artery in the heart has been opened by the attack!<br>The Goblin Master Lasher lashes The Macedwarf in the upper body with her <<iron scourge>>, bruising the muscle and bruising the liver through the <<water buffalo leather armor>>!<br>The Goblin Pikeman stabs The Macedwarf in the lower body with her <<silver pike>>, tearing the muscle and tearing the pancreas through the <<alpaca wool trousers>>!<br>An artery has been opened by the attack!<br>→The Goblin Master Lasher lashes The Macedwarf in the upper body with her <<iron scourge>>, bruising the muscle and bruising the heart through the <<water buffalo leather armor>>!<br>The Goblin Master Lasher lashes The Macedwarf in the lower body with her <<iron scourge>>, bruising the muscle and bruising the spleen through the <<alpaca wool trousers>>! |                  |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-20.png.html>)

Well, there are things more important to be looked to. A while ago, I discovered one of the cabinets that probably belonged to the Archivist. Even though the larger batch of documents had been destroyed, I was able to decipher a message that will help me with the search. I have either been cleverly deceived or... It happened so that I got lost in the whirlwind of completely unrelated facts.

Anyway, the very first portion of adamantine wafers has been prodused recently. We... Have to find a way to snatch some.

Another deranged dwarf. What is it this time?

```
'TheFlame52' Uumomdodók has created a masterpiece!  
Ducim Ugutasob, Planter cancels Plant Seeds: Taken by mood.  
→Ducim Ugutasob, Planter has been possessed!
```

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-22.png.html>)

The poor commander has a chance to prove his skills to Torrid Lash once more as the greenskins stumble upon his enraged husk.



Page 1/423rd Timber, 217

The Holistic Spawn Stoneworker misses The Goblin Axeman!  
The Goblin Axeman counterstrikes!  
The Goblin Axeman misses The Holistic Spawn Stoneworker!  
The Holistic Spawn Stoneworker attacks The Goblin Axeman but She jumps away!  
The Goblin Axeman attacks The Holistic Spawn Stoneworker but He jumps away!  
The Holistic Spawn Stoneworker strikes at The Goblin Axeman but the shot is blocked!  
→The Goblin Axeman counterstrikes!  
The Goblin Axeman misses The Holistic Spawn Stoneworker!  
The Holistic Spawn Stoneworker attacks The Goblin Axeman but She jumps away!  
The Goblin Axeman attacks The Holistic Spawn Stoneworker but He jumps away!  
The Goblin Axeman misses The Holistic Spawn Stoneworker!  
The Goblin Axeman charges at The Holistic Spawn Stoneworker!  
The Goblin Axeman misses The Holistic Spawn Stoneworker!  
The Goblin Axeman collides with The Holistic Spawn Stoneworker!  
They tangle together and fall over!  
The Goblin Axeman slashes The Holistic Spawn Stoneworker in the lower body with his <<silver halberd>>, tearing the muscle and bruising the guts!  
The Goblin Axeman attacks The Holistic Spawn Stoneworker but He rolls away!  
The Holistic Spawn Stoneworker stands up.  
The Goblin Axeman charges at The Holistic Spawn Stoneworker!  
The Goblin Axeman misses The Holistic Spawn Stoneworker!  
The Goblin Axeman collides with The Holistic Spawn Stoneworker!  
They tangle together and tumble forward!  
The Goblin Axeman attacks The Holistic Spawn Stoneworker but He scrambles away!  
The Holistic Spawn Stoneworker stands up.  
The Goblin Axeman charges at The Holistic Spawn Stoneworker!  
The Goblin Axeman misses The Holistic Spawn Stoneworker!  
The Goblin Axeman collides with The Holistic Spawn Stoneworker!  
The Goblin Axeman bounces backward!  
The Goblin Axeman charges at The Holistic Spawn Stoneworker!  
The Goblin Axeman misses The Holistic Spawn Stoneworker!  
The Goblin Axeman collides with The Holistic Spawn Stoneworker!  
The Goblin Axeman bounces backward!  
The Goblin Pikeman misses The Holistic Spawn Stoneworker!  
The Goblin Axeman misses The Holistic Spawn Stoneworker!  
The Holistic Spawn Stoneworker bites The Goblin Axeman in the right foot, bruising the bone through the <<cave spider silk shoe>>!  
The Holistic Spawn Stoneworker latches on firmly!  
The Goblin Pikeman stabs The Holistic Spawn Stoneworker in the upper body from the side with his <<copper pike>>, tearing the muscle and tearing the liver!  
The <<copper pike>> has lodged firmly in the wound!  
The Goblin Axeman stabs The Holistic Spawn Stoneworker in the head with his <<silver halberd>>, tearing apart the muscle!  
A tendon in the upper spine has been torn!  
The Goblin Pikeman twists the embedded <<copper pike>> around in The Holistic Spawn Stoneworker's upper body!  
The Holistic Spawn Stoneworker shakes The Goblin Axeman around by the right foot, tearing apart the right foot's muscle and bruising the bone!  
An artery in the right foot has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn!  
The Goblin Axeman misses The Holistic Spawn Stoneworker!  
The Goblin Pikeman stabs The Holistic Spawn Stoneworker in the right upper leg from the side with his <<copper pike>>, tearing the muscle and bruising the bone!  
A tendon has been torn!  
The Holistic Spawn Stoneworker falls over.  
The Holistic Spawn Stoneworker shakes The Goblin Axeman around by the right foot, tearing apart the right foot's muscle and bruising the bone!  
An artery in the right foot has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn!  
The Goblin Pikeman stabs The Holistic Spawn Stoneworker in the left upper arm from the side with his <<copper pike>>!  
A tendon has been torn!  
The Goblin Pikeman stabs The Holistic Spawn Stoneworker in the lower body from the side with his <<copper pike>>, tearing the muscle and spilling his reeking guts!  
The Goblin Pikeman stabs The Holistic Spawn Stoneworker in the left hand with his <<silver pike>>, bruising it!  
A ligament has been torn!  
The Goblin Swordmaster slashes The Holistic Spawn Stoneworker in the left foot from behind with his <<«\*iron two-handed sword\*»>> and the severed part sails off in an arc!  
The Goblin Pikeman stabs The Holistic Spawn Stoneworker in the head from the side with his <<copper pike>>, tearing apart the muscle!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-23.png.html)

...Not amused. Does somebody here even try?

→The Holistic Spawn Stoneworker has been struck down.  
→'DoleusDolosus' óriden Idithílul Lorbam, Lunatic Cultist has grown attached to a steel mace!

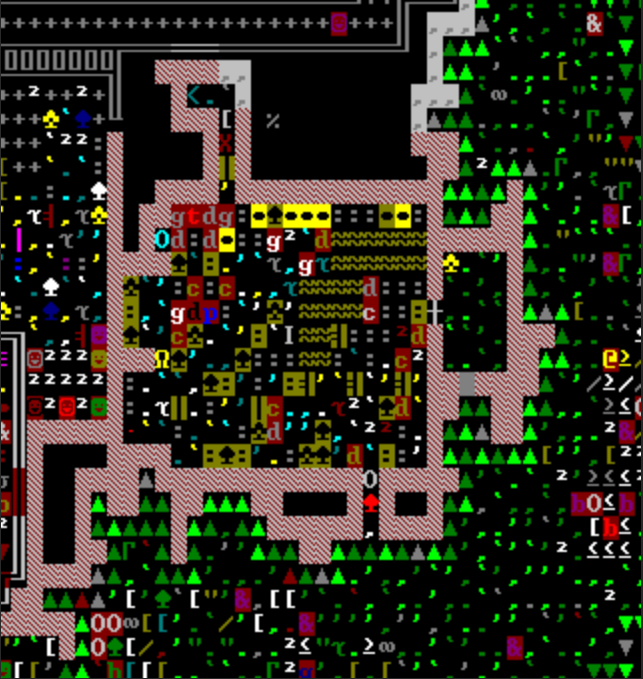
(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-24.png.html)

We have nothing to fear though, for the cavalry's here! Really, those creatures have been of more use then the most of the dwarves here. The great Spawn carry out their aerial assault with outstanding presicion. First, they wipe out the out the commander's squad, continuing with a brutal hunt for the fleeing goblins.

| Snodub Alorurar, Goblin Pikeman      | Deceased |
|--------------------------------------|----------|
| Atu Arðspstozu, Goblin Axeman        | Deceased |
| Mako ðmoutes, Goblin Axeman          | Deceased |
| Ngom Zolakustu, Goblin Swordmaster   | Deceased |
| Bosa Stosbúbraslost, Goblin Spearman | Deceased |
| Estrur Snusogur, Goblin Spearman     | Deceased |
| Zolak Ostaruspzuz, Goblin Spearman   | Deceased |
| Nguslu Amxunuklat, Goblin Spearman   | Deceased |
| Ago Dospoarstruk, Goblin Spearman    | Deceased |
| Smunstu Olngöreng, Goblin Spearman   | Deceased |
| Osta Stazgudolngö, Goblin Pikemaster | Deceased |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-25.png.html)

At the same time, carrying on our reclamation efforts, some woodcutters have been ordered to the abandoned farm.



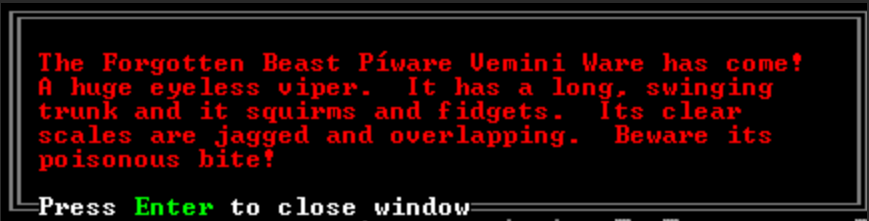
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-26.png.html>)

Notably the chef recuperated from his wounds and got back to work! Eh, he managed to survive through the medical course led by most inept medics, who managed to dehydrate many an injured to death. Magnificent!

|                                                          |                   |
|----------------------------------------------------------|-------------------|
| Adil Săkzŭlustuth, Beekeeper                             | Store Item in Bin |
| Cog Cognekol, Brewer                                     | Brew Drink/R      |
| 'DoleusDolosus' Oriden Idithilul Lorban, Lunatic Cultist | Eat               |
| Ducin Ugutasob, Planter                                  | Strange Mood      |
| 'Mate_the_888th' Iulondostob, Temp                       | Store Item in Bin |
| Zaneg Irerush, Planter                                   | Store Item in Bin |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-27.png.html>)

Might I call the local wildlife... Varied. What is it again? Vemini Ware the huge Viper? Majestic.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-28.png.html>)

To underline the general well-being and even celebrate the flourishing of this fortress under king Erib's kind rule, the posesseed dwarf has began his work onto... Something.

|                                                                                            |
|--------------------------------------------------------------------------------------------|
| Athel Ozorlogem, Stonecrafter cancels Forge adamantine greaves: Needs 6 adamantine wafers. |
| →Ducin Ugutasob has begun a mysterious construction!                                       |

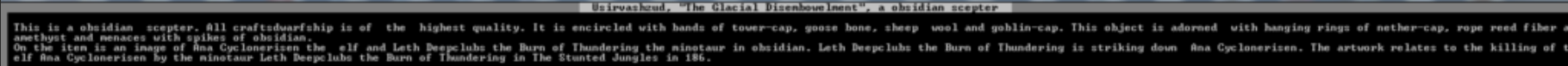
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-29.png.html>)

A fine scepter. Should I mention His Gaudiness reaction to this? He went completely lunatic over the artifacts created recently.

|                                                                                                              |
|--------------------------------------------------------------------------------------------------------------|
| 'TheFlame52' Uumomdodók, captain of the guard cancels Forge adamantine high boot: Needs 2 adamantine wafers. |
| →Ducin Ugutasob, Planter has created Usirvashzud, a obsidian scepter!                                        |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-30.png.html>)

The depiction, though... The motives of minoutaurs maiming and murdering everyone (especially elves) seem to impress the dwarves of this kingdom.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-31.png.html>)

It's the middle of the winter already, and I haven't come up with the escape plan yet. Either I'm using Sheka to create a diversion, or finding someone among locals stupid and greedy enough to help me out with this. I'm going for the latter.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 14, 2016, 04:35:22 pm**

It's much easier to grab spare materials during production, so I'm ordering the metalcrafter to forge some suits of armor made of the spire metal. Local militia will appreciate this as well.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-32.png.html>)

Huh... I don't remember that name on the latest registry list. Gotta send someone to check on that crafter.

Okay, she lays in her bed dehydrated. Medicare - 3, dwarves - 2.

|                                                              |
|--------------------------------------------------------------|
| Rakust Oboklerom has grown to become a Dwarven Child.        |
| →Shorast Konosîton, Bone Carver has been missing for a week. |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-33.png.html>)

More ghosts. Stonecrafters know what to do.

Cog Dumatlist has grown to become a Dwarven Child.  
The Stray Ram (Tame) has starved to death.  
'Mastercrasher' Othôseshtân, Overseer cancels Weave Yarn into Cloth:  
Needs 1 unused collected yarn thread.  
→Zaneg Zegfikod, Ghostly Fishery Worker has risen and is haunting the fortress!

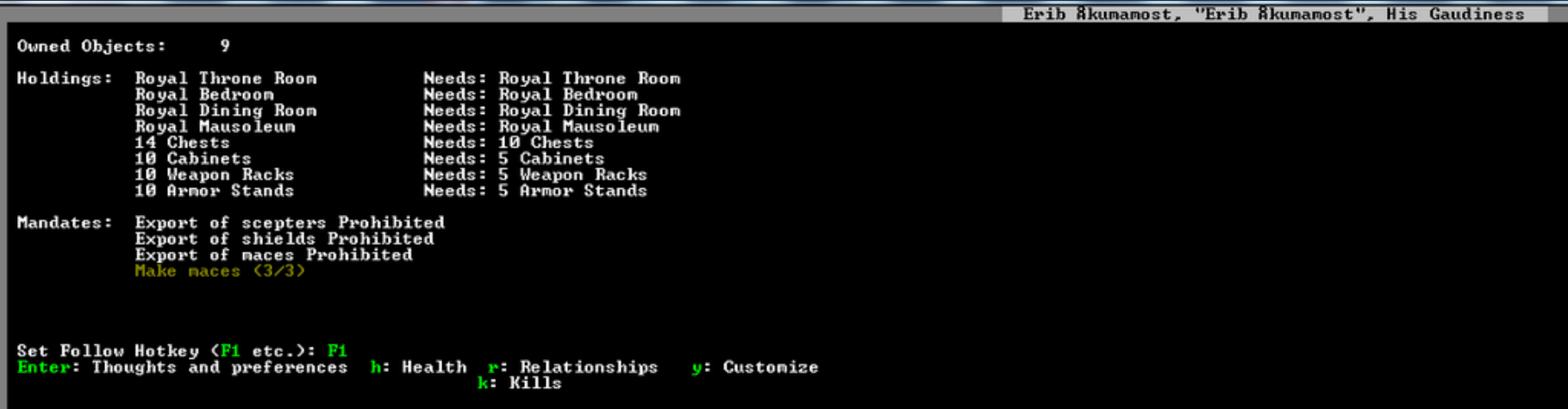
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-34.png.html>)

I had Sheka train her pottery skills and we've made a couple of clay shells for the wafers we're going to pick. They look like clay blocks, and are of about the same weight.



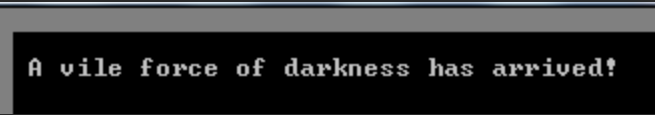
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-35.png.html>)

Maces must be King Erib's jam at the moment. I remember him mumbling something about "hammering down all the traitors and the enemies and the elves" and something.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-36.png.html>)

Great. It's about time we've gathered our stuff and set on our way. I doubt things will turn up for good any soon for this place.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-37.png.html>)

The goblins keep arriving. There are four full companies supported by trolls and even ogres.



| Dwarf Fortress                               |                     |              |                     |
|----------------------------------------------|---------------------|--------------|---------------------|
| Citizens <51>                                | Pets/Livestock <45> | Others <116> | Dead/Missing <2304> |
| Ngoso, Ogress                                |                     |              | Invader             |
| Nguslu, Ogress                               |                     |              | Invader             |
| Băx, Troll                                   |                     |              | Invader             |
| Zolak, Troll                                 |                     |              | Invader             |
| Snang, Troll                                 |                     |              | Invader             |
| Dostngosp, Ogre                              |                     |              | Invader             |
| Azstrog, Ogre                                |                     |              | Invader             |
| Nguslu Stobaslot, Goblin Spearman            |                     |              | Invader             |
| Utes Stosbûbômo, Goblin Spearman             |                     |              | Invader             |
| Smunstu Zolakogur, Goblin Spearman           |                     |              | Invader             |
| Ngebzo Sagusmato, Goblin Spearman            |                     |              | Invader             |
| Nako Zolaksmusla, Goblin Spearman            |                     |              | Invader             |
| Nako Bosdautes, Goblin Spearman              |                     |              | Invader             |
| Atu Gobumslaxu, Goblin Spearman              |                     |              | Invader             |
| Em Nguslusnungo, Goblin Spearman             |                     |              | Invader             |
| Xuspgas Kutsmobnûng, Goblin Spearman         |                     |              | Invader             |
| Stozu Matonegon, Goblin Spearman             |                     |              | Invader             |
| Olngö Mälludostngosp, Goblin Spearman        |                     |              | Invader             |
| Mato Ostadurar, Goblin Spearman              |                     |              | Invader             |
| Stozu Lozasparstruk, Goblin Spearman         |                     |              | Invader             |
| Atu Zolakoslu, Goblin Spearman               |                     |              | Invader             |
| Ozud Matooxstrar, Goblin Spearman            |                     |              | Invader             |
| Zolak Uraruxu, Goblin Axe Lord               |                     |              | Invader             |
| Arstruk Odsnunsong, Goblin Lasher            |                     |              | Invader             |
| Dang Snangolngö, Goblin Lasher               |                     |              | Invader             |
| Snodub Lâsmutes, Goblin Lasher               |                     |              | Invader             |
| Mato Usmdaskutsmob, Goblin Lasher            |                     |              | Invader             |
| Stosbûb Storurosta, Goblin Lasher            |                     |              | Invader             |
| Dang Strodnostâsost, Goblin Lasher           |                     |              | Invader             |
| Ngerxung Slatsumato, Goblin Lasher           |                     |              | Invader             |
| Ngebzo Gozruulspa, Goblin Lasher             |                     |              | Invader             |
| Dostngosp Roslastazstrog, Goblin Lasher      |                     |              | Invader             |
| Dang Erxutomosp, Goblin Lasher               |                     |              | Invader             |
| Atu Utesamul, Goblin Lasher                  |                     |              | Invader             |
| Dostngosp Engosnun, Goblin Lasher            |                     |              | Invader             |
| Zom Ngebzosost, Goblin Elite Crossbowman     |                     |              | Invader             |
| Ngokang Osarstruk, Goblin Lasher             |                     |              | Invader             |
| Nguslu Atuulxe, Goblin Lasher                |                     |              | Invader             |
| Băx Nugusmzom, Goblin Lasher                 |                     |              | Invader             |
| Zom Ngokangsnusp, Goblin Lasher              |                     |              | Invader             |
| Amxu Urarmutog, Goblin Lasher                |                     |              | Invader             |
| Song Zomstrox, Goblin Lasher                 |                     |              | Invader             |
| Ngerxung Slôbodostngosp, Goblin Lasher       |                     |              | Invader             |
| Snang Gaspaslaxu, Goblin Lasher              |                     |              | Invader             |
| Smunstu Uksossnos, Goblin Lasher             |                     |              | Invader             |
| Bosa Speslustozu, Goblin Lasher              |                     |              | Invader             |
| Amxu Kutsmobaslez, Goblin Lasher             |                     |              | Invader             |
| Song Amxuokom, Goblin Lasher                 |                     |              | Invader             |
| Song Urarzukăx, Goblin Lasher                |                     |              | Invader             |
| Azstrog Stosbûbsangösm, Goblin Lasher        |                     |              | Invader             |
| Gozru Uslotstosbûb, Goblin Lasher            |                     |              | Invader             |
| Azstrog Uksosodlug, Goblin Elite Crossbowman |                     |              | Invader             |
| Ngokang Guggozru, Goblin Bowman              |                     |              | Invader             |
| Snodub Möklosnang, Goblin Bowman             |                     |              | Invader             |
| ûshu Remzuxuspgas, Goblin Bowman             |                     |              | Invader             |
| Ngokang Esroxutes, Goblin Bowman             |                     |              | Invader             |
| Nguslu Stosbûbrut, Goblin Bowman             |                     |              | Invader             |
| Nako Băxser, Goblin Bowman                   |                     |              | Invader             |
| Nguslu Zurdosstâsost, Goblin Bowman          |                     |              | Invader             |
| Tode Smozazom, Goblin Bowman                 |                     |              | Invader             |
| Amxu Zolakngosm, Goblin Bowman               |                     |              | Invader             |
| Stozu Songrut, Goblin Bowman                 |                     |              | Invader             |
| Em Kuspmospsnang, Goblin Bowman              |                     |              | Invader             |
| Damsto Osmûsphosteb, Goblin Bowman           |                     |              | Invader             |
| Ngoso Kutsmobtosno, Goblin Elite Bowman      |                     |              | Invader             |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-38.png.html>)

Even some troll specialists show up. Troll bone doctor sounds unsettling enough...

|                           |         |
|---------------------------|---------|
| Snamoz, Troll Surgeon     | Invader |
| Amxu, Troll Mechanic      | Invader |
| Ngebzo, Troll Weaponsmith | Invader |
| Bosa, Troll Engraver      | Invader |
| Băx, Troll Bone Doctor    | Invader |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-39.png.html>)

They stumble upon one of the monsters. It begins it's most violent onslaught, but the greenskins are much more organised this time. A horde of lashers surrounds the beast and unleashes a storm of metal upon it.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-40.png.html>)

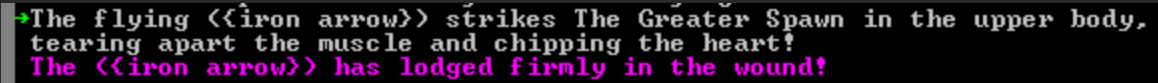
The foul creature is soon shaped into a huge pile of deformed flesh with a gaping maw. But spawn refuses to give in, rolling around like a horrible ball, overwhelming the attackers with its mass.

The snipers take their shots. They pepper the abomination with missiles.



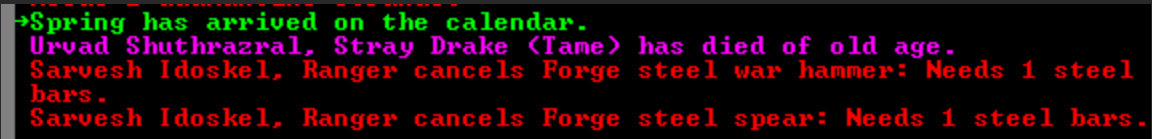
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-41.png.html>)

The beast is no more.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-42.png.html>)

My tour of duty ends here.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-2-3-43.png.html>)

And so, I climb up the crude earthen stairs, revealing myself to the cold sun of this place. It's the first of Granite and the air is crisp, not fouled by the smell of toil and misery that rules this fortress. My job here is done for now. Torrid Lash is in deep decline... An empire about to fall victim to it's own decadence and hauteur. But that does not concern me for now. My mission is to find the puppeteer. Romimi knows, I might have to return here soon, but everything will be revealed in time.

Dear Urist! Yet again, I wholeheartedly thank you for your bold attempts to sate my hunger with your royal blood. I hope Romimi has

mercy on you... The kingdom's not in it's best shape. Since the peaceful passing of Queen Urvad the Invicta, the mighty daughter of your beloved son, the royal power has been usurped by her youngest male child, king Erib, with the help of a rogue necromant.

His first and the third elder brother (young Ral, who was struck down by an ettin, and poor Ingish Brasshonor, who was abducted by the infamous Sidaya, the elvish thief serving the goblin nation) didn't live long to assume the throne (I guess, Erib has been afraid of elves ever since that, being too chuffed to admit it though. Might I say, Sidaya was a true face of terror back then, being an abductee himself and conducting around sixty successful abdications for his goblin overlords). Regarding her daughters, crown princess Avuz chose her family over her kingdom. She lived a long and fruitful life as a woodcrafter and died of old age in 196. Her younger sister Thob was murdered by elves during one of the conflicts. Another sister of hers, Adil, did not have the will to fight over the throne, and so she became a ranger and a craftsdwarf, creating many a masterful bolt for the hunters in Clobbermountains, until she died of old age in 207, close to being forgotten by her powerful brother and her rightful subjects. And the fourth daughter of Urvad, Shorast, who enjoyed travelling the wilds, was felled by a roc in 91.

Erib Catchtowns, also known as Erib the Cadet, robbed his elder kin of the power rightfully belonging to them. Moreover, there is a dwarf now who precedes him in the actual order of sucession. It is Mosus Topcloisters, Urvad's second eldest son, king Erib's elder brother. He was deceived and banished to the town of Boltsabre, where he earns for a living as a humble pump operator. He is a candid, kind dwarf, who does not dream of overthrowing his usurpious relative. But the justice needs to be served. You've always said that.

Yours sincerely,

Sir Thil of Blackwood

http://dffd.bay12games.com/file.php?id=12143 (http://dffd.bay12games.com/file.php?id=12143)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **June 14, 2016, 04:52:23 pm**

Ok, so... I'll take the most social and useless dwarf. Make him Taupidlidou, Royal Jester.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 15, 2016, 12:52:00 pm**

I'm back! NCommander has been PM'd, although it's my current understanding that he'll be busy for a bit after finishing up with Breadbowl.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **June 15, 2016, 12:54:36 pm**

Quote from: Mr Frog on June 15, 2016, 12:52:00 pm  
I'm back! NCommander has been PM'd, although it's my current understanding that he'll be busy for a bit after finishing up with Breadbowl.  
Breadbowl **will** be finished after his turn, alright.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 15, 2016, 12:56:55 pm**

Quote from: Taupe on June 15, 2016, 12:54:36 pm  
Quote from: Mr Frog on June 15, 2016, 12:52:00 pm  
I'm back! NCommander has been PM'd, although it's my current understanding that he'll be busy for a bit after finishing up with Breadbowl.  
Breadbowl will be finished after his turn, alright.

Gonna take the opportunity to link to it (http://www.bay12forums.com/smf/index.php?topic=152568.0) while the place is still technically standing, in case anyone wants to see what happens when you build a settlement entirely of flammable materials.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **June 15, 2016, 01:03:13 pm**

Quote from: Mr Frog on June 15, 2016, 12:56:55 pm  
Quote from: Taupe on June 15, 2016, 12:54:36 pm  
Quote from: Mr Frog on June 15, 2016, 12:52:00 pm  
I'm back! NCommander has been PM'd, although it's my current understanding that he'll be busy for a bit after finishing up with Breadbowl.  
Breadbowl will be finished after his turn, alright.  
  
Gonna take the opportunity to link to it (http://www.bay12forums.com/smf/index.php?topic=152568.0) while the place is still technically standing, in case anyone wants to see what happens when you build a settlement entirely of flammable materials.

I found that last part far more amusing than I should have.

Also, aren't you guys glad you used an odler version with consistent attempts at murder upon you? :D

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 15, 2016, 01:36:59 pm**

Quote from: Splint on June 15, 2016, 01:03:13 pm  
Quote from: Mr Frog on June 15, 2016, 12:56:55 pm  
Quote from: Taupe on June 15, 2016, 12:54:36 pm  
Quote from: Mr Frog on June 15, 2016, 12:52:00 pm  
I'm back! NCommander has been PM'd, although it's my current understanding that he'll be busy for a bit after finishing up with Breadbowl.  
Breadbowl will be finished after his turn, alright.  
  
Gonna take the opportunity to link to it (http://www.bay12forums.com/smf/index.php?topic=152568.0) while the place is still technically standing, in case anyone wants to see what happens when you build a settlement entirely of flammable materials.  
  
I found that last part far more amusing than I should have.  
  
Also, aren't you guys glad you used an odler version with consistent attempts at murder upon you? :D

Obviously. Without the constant stream of Spawn and accidentally-OP banshees this fort would have taken a very different course.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **June 15, 2016, 01:39:28 pm**

Yeah, I uh, i won't lie. The banshees kinda turned me off a further turn. plus a militia that was so abysmally maintained that it wasn't funny and the general chaos of a layout even compared to the clusterfuck of other forts I've seen...



Still, kudos on managing to not lose the king yet guys. :)

Figured he would have croaked by now.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 15, 2016, 01:57:48 pm**

Quote from: Splint on June 15, 2016, 01:39:28 pm  
Yeah, I uh, i won't lie. The banshees kinda turned me off a further turn. plus a militia that was so abysmally maintained that it wasn't funny and the general chaos of a layout even compared to the clusterfuck of other forts I've seen...  
  
Still, kudos on managing to not lose the king yet guys. :)  
  
Figured he would have croaked by now.

I like forts with ridiculous threats tbh; players tend to be at their most creative when cornered (e.g. the Drunk Fortress Hell-Surface Demon Tube<sup>tm</sup>).

Also, NCommander got back to me, and it'll be quite a while before he'll be able to play, so if anyone wants to jump in before him they're free to do so.

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**  
Post by: **Monitor Lisard** on **June 15, 2016, 02:05:30 pm**

Quote from: Mr Froq on July 12, 2015, 12:22:15 am  
**Turn List**  
...  
Aldraglienon  
Monitor Lisard  
NCommander  
*The Master*

Buckle up, lads.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **June 15, 2016, 02:36:04 pm**

Clobbermountains -- Things Are, Unbelievably, Worse Than They Seem

Title: **Re: (34.11 Succession) Clobbermountains -- Jungle Fever!**  
Post by: **TheBiggerFish** on **June 15, 2016, 02:57:55 pm**

Quote from: Monitor Lisard on June 15, 2016, 02:05:30 pm  
Quote from: Mr Frog on July 12, 2015, 12:22:15 am  
**Turn List**  
...  
Aldraglienon  
Monitor Lisard  
NCommander  
*The Master*  
  
Buckle up, lads.

Do we start screaming **CARNAGE** now?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 15, 2016, 03:09:52 pm**

Quote from: TheBiggerFish on June 15, 2016, 02:57:55 pm  
Quote from: Monitor Lisard on June 15, 2016, 02:05:30 pm  
Quote from: Mr Frog on July 12, 2015, 12:22:15 am  
**Turn List**  
...  
Aldraglienon  
Monitor Lisard  
NCommander  
*The Master*  
  
Buckle up, lads.  
  
Do we start screaming **CARNAGE** now?

Did  
  
Did I seriously forget that **HE** had signed up? Christ. PMing **HIM** presently.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 15, 2016, 08:08:50 pm**

It's time. I'm sure this year will go perfectly fine. After all, I'm known for uneventful turns! I can almost guarantee that there will be no-wait, what's what? I'm supposed to... Oh. Okay. Got it.

***IT'S RAPING*** (of the fortress) ***TIME! CARNAGE!***

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **June 15, 2016, 08:43:14 pm**

Paired with your forum pic, i have to say that seems oddly appropriate.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 15, 2016, 09:50:33 pm**

Quote from: Splint on June 15, 2016, 08:43:14 pm  
Paired with your forum pic, i have to say that seems oddly appropriate.  
I've known you for... five years? And this is the first time you've said this?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **June 15, 2016, 09:58:46 pm**

Quote from: The Master on June 15, 2016, 09:50:33 pm  
Quote from: Splint on June 15, 2016, 08:43:14 pm  
Paired with your forum pic, i have to say that seems oddly appropriate.  
I've known you for... five years? And this is the first time you've said this?

Well, considering most of that was spent inactive on your part... Although the important bit was pushing what little sanity you had over the edge with a fortress full of broken spears... ;D

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheBiggerFish** on **June 15, 2016, 10:35:05 pm**

Praise  
**CARNAGE.**

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **chaotic skies** on **June 15, 2016, 10:53:57 pm**

Quote from: TheBiggerFish on June 15, 2016, 10:35:05 pm  
Praise  
**CARNAGE.**

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 16, 2016, 12:19:00 am**

Spoiler: [His Gaudiness's Gaudy Journal of Gaudiness](#) (click to show/hide)  
*The Royal Annals of  
His Gaudiness Erib Catchtowns,  
Dauntless King of the Torrid Lash*

All around me, I see their eyes. Watching. Waiting. Peering through me with greed and envy from the darkness like jackals. Like ghosts from the infernal depths. They seek to ruin me; I know not precisely how or when they will make their move to overthrow me, but always are they watching, waiting for their chance to subvert me, to overturn everything I have built for myself, to obstruct me from meeting my destiny -- I know this to be true. I have seen it.

They shall fail.

The divine portents in my dreams have warned me of their treachery. Every day, my sight grows clearer and stronger, their machinations laid bare by the visions delivered unto me by the heavens. What's more, I now hear a voice -- a heavenly, beautiful murmuring -- too faint yet to make out, but the beautiful timbre of which makes my heart ache with a strange, nostalgic longing, and gives me strength for the long, hard battle against my malefactors. And a battle it shall be! A direct purge would be far too risky, but I shall rot them to pieces from within if I must -- meet their trickery with wiles of my own. Whether they writhe under my iron fist of mandates and inquests, or grind under a hail of maces and dwarven prowess, the filthy peasantry and blighted interlopers shall rue the day they stood in the way of the indomitable Erib Catchtown; this I swear.

They shall fail.

I saw that contemptible brewer again today; he gazed at me furtively as I whisked my newest prize -- a beautiful obsidian scepter, inlaid with a finely-detailed engraving of tree-fondling heathens facing judgment at the hands of a great beast -- back to my quarters for safekeeping. He's planning something, I'm sure of it. I have not yet divined knowledge of his plot, but someday -- someday -- he shall regret conspiring against me. Someday!

Additionally, the current state of the fort's operations concerns me... that suspiciously-elflike dwarf and his *creature* have seemingly vanished overnight, leaving their post open for the taking. It has not been decided who will succeed them, but my retainers have informed me that a rather-disturbed dwarf known only as "The Master" has somehow managed to become the frontrunner for the position. Myths of this dwarf's fell deeds are spread by the commoners in hushed whispers, despite my efforts to suppress such tall tales. Should he take control, Clobbermountains's situation will become very grave indeed; I shall consult the divines for further insight on the matter. None shall threaten my blessed kingdom, and any who dare try shall know my divine wrath, more holy and righteous than even the gods of Dwarfhalla!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 16, 2016, 12:24:50 am**

Quote from: Mr Frog on June 15, 2016, 03:09:52 pm  
...  
Aldraglienon  
Monitor Lisard  
NCommander  
*The Master*  
[/quote]  
That's a fortress ending combo if I ever saw one.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **June 16, 2016, 01:14:57 am**

I won't lie, I'm kinda hoping the fort dies in a ridiculous over the top (or at least horrendously bloody, kicky-screamy,) way under The Master.

It'd be far too fitting for it, and so I hope it happens.

Just imagine the scene, the incredibly stupid scene...

[Spoiler](#) (click to show/hide)

As the last few defenders are overwhelmed, the one-armed king is last seen bashing a spawn fatally in the chest with one of his many maces, the king's final words declaring condemnation of Holsitic Detective, and his plan to destroy her and end the threat of the spawn once and for all once he falls...

Centuries later, the skull of a dwarven king is found by an explorer, and on a whim, the bones are interred in thier rightful tomb. Perhaps out of respect amid the countless bones of spawn surround him and his lessers. And only an echoing voice is heard.

"At last... I may wreak. MY. **VENGEANCE!!!** I'M COMING FOR YOU DETECTIVE!!!!!!"

And with that, the voice fades, leaving that explorer immensely confused, as the spirit of a lord most vain and capable of bearing perhaps the most potent of grudges, sets forth on a crusade in the realm of spirits... Perhaps attempting to summon the champions of so many other lost holds to finally right that which went wrong so very long ago.

.... Yeah, sorry about that. I may or may not have had a few tonight.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 16, 2016, 01:44:18 am**

[Quote from: Taupe on June 14, 2016, 04:52:23 pm](#)

Ok, so... I'll take the most social and useless dwarf. Make him Taupidlidou, Royal Jester.

Also, this.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 16, 2016, 07:47:03 pm**

I'll post my first update in a day or two at most. Man, I really shouldn't have signed up for more than one fort at a time!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheBiggerFish** on **June 16, 2016, 07:56:18 pm**

....  
  
Nah, it makes for more **CARNAGE!**

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 16, 2016, 09:33:17 pm**

[Quote from: The Master on June 16, 2016, 07:47:03 pm](#)

I'll post my first update in a day or two at most. Man, I really shouldn't have signed up for more than one fort at a time!

It's all good man; I already noticed you had another turn going elsewhere, lol. As long as you aren't blatantly stalling and don't abruptly vanish into the ether without notice, I'm happy to be patient.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 16, 2016, 10:04:22 pm**

[Quote from: TheBiggerFish on June 16, 2016, 07:56:18 pm](#)

....  
  
Nah, it makes for more **CARNAGE!**

You're doing it wrong. It's **CARNAGE!**  
Notice how mine seems to pop out more? You have to give it a black glow.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 19, 2016, 08:23:44 am**

Alright! Tomorrow I'm starting my turn, as today I'm finishing my current turn in the other fort!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **June 19, 2016, 08:32:13 am**

Wunderbar! I've no doubt it will be positively **CARNAGE** filled~

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 19, 2016, 08:48:08 am**

[Quote from: Lolfail0009 on June 19, 2016, 08:32:13 am](#)

Wunderbar! I've no doubt it will be positively **CARNAGE** filled~

Speaking of that, you should read(and listen to) my latest update for Abyssmined. You get to hear me voice act!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **June 19, 2016, 09:59:03 am**

[Quote from: The Master on June 19, 2016, 08:48:08 am](#)

[Quote from: Lolfail0009 on June 19, 2016, 08:32:13 am](#)



Wunderbar! I've no doubt it will be positively **CARNAGE** filled~

Speaking of that, you should read(and listen to) my latest update for Abyssmined. You get to hear me voice act!

Ooh, perhaps I shall. ~~Then we'd both know what the other sounds like, and know the true identity of the other when the other takes over the world >:]~~

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **TheBiggerFish** on **June 19, 2016, 11:12:22 am**

Quote from: The Master on June 16, 2016, 10:04:22 pm

Quote from: TheBiggerFish on June 16, 2016, 07:56:18 pm

....

Nah, it makes for more **CARNAGE!**

**CARNAGE!**

You're doing it wrong. It's

Notice how mine seems to pop out more? You have to give it a black glow.

D'arrrrgh, I never saw that!

**CARNAGE!**

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **Monitor Lisard** on **June 19, 2016, 02:11:35 pm**

Quote from: Lolfail0009 on June 19, 2016, 09:59:03 am

Quote from: The Master on June 19, 2016, 08:48:08 am

Speaking of that, you should read(and listen to) my latest update for Abyssmined. You get to hear me voice act!

Ooh, perhaps I shall. ~~Then we'd both know what the other sounds like, and know the true identity of the other when the other takes over the world >:]~~

It makes some sense now!

Who would have known that The Master's real name is, in fact, Walter E. Kurtz.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **The Master** on **June 19, 2016, 03:30:44 pm**

Quote from: Monitor Lisard on June 19, 2016, 02:11:35 pm

Quote from: Lolfail0009 on June 19, 2016, 09:59:03 am

Quote from: The Master on June 19, 2016, 08:48:08 am

Speaking of that, you should read(and listen to) my latest update for Abyssmined. You get to hear me voice act!

Ooh, perhaps I shall. ~~Then we'd both know what the other sounds like, and know the true identity of the other when the other takes over the world >:]~~

It makes some sense now!

Who would have known that The Master's real name is, in fact, Walter E. Kurtz.

Easy now, I'm more of an Apocalypse Later kind of guy.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **Mr Frog** on **June 19, 2016, 03:55:50 pm**

So, uh, quick primer for The Master before he begins:

1. I don't know where anything is. Nobody knows where anything is.
2. The entire fortress is crawling with demons and FBs. Nobody can keep track of how they could potentially get to us. The geometry of Clobbermountains has ascended beyond earthly conceptions of dimension.
8. All is chaos. Human knowledge and intellect have met their end, drowned beneath a sea of infinity. There is no God, only the icy vastness of oblivion.
1764. Be afraid.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **TheFlame52** on **June 19, 2016, 04:11:55 pm**

17. We are not only sacrificing children to get rid of aforesaid demons, it's the best possible method for doing so.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **TheBiggerFish** on **June 19, 2016, 04:20:05 pm**

Quote from: Mr Frog on June 19, 2016, 03:55:50 pm

So, uh, quick primer for The Master before he begins:

1. I don't know where anything is. Nobody knows where anything is.
2. The entire fortress is crawling with demons and FBs. Nobody can keep track of how they could potentially get to us. The geometry of Clobbermountains has ascended beyond earthly conceptions of dimension.
8. All is chaos. Human knowledge and intellect have met their end, drowned beneath a sea of infinity. There is no God, only the icy vastness of oblivion.
1764. Be afraid.

This is going in my sig.

Quote from: TheFlame52 on June 19, 2016, 04:11:55 pm

17. We are not only sacrificing children to get rid of aforesaid demons, it's the best possible method for doing so.

As is this.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **The Master** on **June 19, 2016, 04:28:35 pm**

Should I do a blind run, do you think? It might be more fun to truly be as incredibly confused as my character will be.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **Mr Frog** on **June 19, 2016, 04:33:07 pm**

Quote from: The Master on June 19, 2016, 04:28:35 pm  
Should I do a blind run, do you think? It might be more fun to truly be as incredibly confused as my character will be.

There is a significant chance that this will result in the entire fortress being overrun by demons and forgotten beasts and everyone dying. So, I don't see why not.

E: Only pointer: be careful which rooms you open up; I'm not kidding about the demons and FBs infesting the fort.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **June 19, 2016, 04:37:29 pm**

Normally I'd be against such a thing, but considering the shape of the place...  
  
Blindrunblindrunblindrunblindrun

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are Somehow More Worse.**  
Post by: **TheBiggerFish** on **June 19, 2016, 05:17:29 pm**

Go for it.  
  
It will only be more impressive when the fort miraculously survives.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **June 19, 2016, 06:11:29 pm**

I did a blind run and I managed to kill more demons than I did dwarves. Also, am I on the turn list?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 19, 2016, 06:30:44 pm**

Quote from: TheFlame52 on June 19, 2016, 06:11:29 pm  
I did a blind run and I managed to kill more demons than I did dwarves. Also, am I on the turn list?  
  
I don't believe so. I assume you would like me to rectify this?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **June 19, 2016, 06:32:15 pm**

yep

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 19, 2016, 06:38:07 pm**

Done.  
  
Quote  
**The Master**  
NCommander  
TheFlame52  
  
This is what the apocalypse looks like

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheBiggerFish** on **June 19, 2016, 06:39:09 pm**

Oh boy.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 19, 2016, 07:22:51 pm**

Quote from: TheBiggerFish on June 19, 2016, 06:39:09 pm  
Oh boy.  
  
[https://www.youtube.com/watch?v=z4syCNa\\_6GY](https://www.youtube.com/watch?v=z4syCNa_6GY) ([https://www.youtube.com/watch?v=z4syCNa\\_6GY](https://www.youtube.com/watch?v=z4syCNa_6GY))

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Aldraglienon** on **June 20, 2016, 12:21:30 am**

Quote from: Mr Frog on June 19, 2016, 06:38:07 pm  
Done.  
  
Quote  
**The Master**  
NCommander  
TheFlame52  
  
This is what the apocalypse looks like  
  
We just need Taupe on that list and their will be no survivor's, alive, dead, undead, or almost alive.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **June 20, 2016, 08:52:26 am**

Hey! NCommander and I are actually really good at succession fortresses! If the fort doesn't fall to The Master, we'll be fine.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 20, 2016, 08:58:04 am**

Quote from: TheFlame52 on June 20, 2016, 08:52:26 am  
If the fort doesn't fall to The Master, we'll be fine.  
  
That's right! Trust me! There's no *WAY* everyone will die screaming!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 20, 2016, 03:24:15 pm**

Quote from: The Master on June 20, 2016, 08:58:04 am  
Quote from: TheFlame52 on June 20, 2016, 08:52:26 am  
If the fort doesn't fall to The Master, we'll be fine.  
That's right! Trust me! There's no *WAY* everyone will die screaming!

I'm now expecting you to intentionally wreck the fort, and in doing so somehow get us a migrant influx, flowers planted on the surface, and a candy weapon that makes spawn explode just due to close proximity. GO GO GO

(incidentally, I'm free with Breadbowl, so I can pick up the save once the Master is done with it)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 20, 2016, 03:26:55 pm**

Alright, it begins. I'm going to try and make my updates meaty with a good length. If you've participated in a fort with me before, you know I normally write very short entries but TONS of them. I'm going to attempt to write less entries but with much more stuff to it. We'll see how it goes! Depending on the situation, I may even experiment with some voice acting. We'll see.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 20, 2016, 03:40:13 pm**

Quote from: The Master on June 20, 2016, 03:26:55 pm  
meaty with a good length

( ^° 3 ^°)

Quote  
Depending on the situation, I may even experiment with some voice acting.

You do realise that this comes at the risk at least one of my journals being narrated in my mumbly bronchitis-groan, right?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 20, 2016, 03:55:23 pm**

Quote from: Mr Frog on June 20, 2016, 03:40:13 pm  
You do realise that this comes at the risk at least one of my journals being narrated in my mumbly bronchitis-groan, right?

So you got, uh, a Youtube channel or something? I wonder if I could hear your ~~ereak~~ voice somewhere.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 20, 2016, 04:00:21 pm**

Quote from: Monitor Lisard on June 20, 2016, 03:55:23 pm  
Quote from: Mr Frog on June 20, 2016, 03:40:13 pm  
You do realise that this comes at the risk at least one of my journals being narrated in my mumbly bronchitis-groan, right?  
  
So you got, uh, a Youtube channel or something? I wonder if I could hear your ~~ereak~~ voice somewhere.

No Youtube channel. I have a Soundcloud from when the Spearbreakers thread went on a voice-acting fad but I can't remember the username or password (and most of that stuff's really old and cringey anyways). According to The Master I sound like a chain smoker.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 20, 2016, 04:05:47 pm**

Quote from: Mr Frog on June 20, 2016, 04:00:21 pm  
According to The Master I sound like a chain smoker.

I don't remember saying that, but I do remember saying that I had assumed you'd sound much different than I thought you would.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 20, 2016, 04:09:18 pm**

Quote from: Mr Frog on June 20, 2016, 04:00:21 pm  
Quote from: Monitor Lisard on June 20, 2016, 03:55:23 pm  
Quote from: Mr Frog on June 20, 2016, 03:40:13 pm  
You do realise that this comes at the risk at least one of my journals being narrated in my mumbly bronchitis-groan, right?  
  
So you got, uh, a Youtube channel or something? I wonder if I could hear your ~~ereak~~ voice somewhere.  
  
No Youtube channel. I have a Soundcloud from when the Spearbreakers thread went on a voice-acting fad but I can't remember the username or password (and most of that stuff's really old and cringey anyways). According to The Master I sound like a chain smoker.

Oh wait, I think I heard one of gnome\*Mr Frog's journals from Spearbreakers you'd posted a long time ago. I was reading Talvi's pdf at that time.

By the way, sorry for derail- I was gonna ask if I could actually participate in new Spearbreakers having read like half of it a good while ago and knowing like a probable third of it's lore. Also, my fiction writing sucks, but it concerns me less then me being an ingnorant oursider of some kind.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 20, 2016, 04:13:05 pm**

Quote from: The Master on June 20, 2016, 04:05:47 pm  
Quote from: Mr Frog on June 20, 2016, 04:00:21 pm  
According to The Master I sound like a chain smoker.  
I don't remember saying that, but I do remember saying that I had assumed you'd sound much different than I thought you would.

It was more recent, in the Discord chat, lol -- it wasn't really a serious comment, more along the lines of "so like do you smoke or drink really heavily or something?". I might be misremembering.

Quote from: Monitor Lisard on June 20, 2016, 04:09:18 pm



Oh wait, I think I heard one of gnome\*Mr Frog's journals from Spearbreakers you'd posted a long time ago. I was reading Talvi's pdf at that time.

By the way, sorry for derail- I was gonna ask if I could actually participate in new Spearbreakers having read like half of it a good while ago and knowing like a probable third of it's lore.

Probably should ask that in the actual Spearbreakers thread. FWIW, I think it's unrealistic to expect everyone who participates to have read the entire thing, considering that the thread is over 800 pages long at this point.

E: Also aaAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAa you just made me remember those awful journal readings I did oh my god i'm cringing myself inside-out

E2:  
Quote

I had assumed you'd sound much different than I thought you would.

So... what exactly *do* people expect me to sound like? This is bugging me more than it should.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 20, 2016, 04:38:46 pm**

I don't really remember now, but I wasn't expecting anything weird about it. So I was not surprised. Maybe it was a bit lower than I'd presumed it would be, and it was *dead serious*.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 20, 2016, 05:25:16 pm**

Quote from: Mr Frog on June 20, 2016, 04:13:05 pm

So... what exactly *do* people expect me to sound like? This is bugging me more than it should.

I expected you to sound British and possibly croak periodically.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **June 20, 2016, 06:58:57 pm**

Quote from: Mr Frog on June 20, 2016, 04:00:21 pm

No Youtube channel. I have a Soundcloud from when the Spearbreakers thread went on a voice-acting fad but I can't remember the username or password (and most of that stuff's really old and cringey anyways). According to The Master I sound like a chain smoker.

What do you mean you don't have a Youtube Channel? (<https://www.youtube.com/channel/UCgTPjiNLJcBHPnXgEKjjRSg>) Everyone should have one.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 20, 2016, 07:14:43 pm**

Quote from: The Master on June 20, 2016, 05:25:16 pm

Quote from: Mr Frog on June 20, 2016, 04:13:05 pm

So... what exactly *do* people expect me to sound like? This is bugging me more than it should.

I expected you to sound British and possibly croak periodically.

lol, fair enough.

Quote from: Taupe on June 20, 2016, 06:58:57 pm

Quote from: Mr Frog on June 20, 2016, 04:00:21 pm

No Youtube channel. I have a Soundcloud from when the Spearbreakers thread went on a voice-acting fad but I can't remember the username or password (and most of that stuff's really old and cringey anyways). According to The Master I sound like a chain smoker.

What do you mean you don't have a Youtube Channel? (<https://www.youtube.com/channel/UCgTPjiNLJcBHPnXgEKjjRSg>) Everyone should have one.

No talent to make videos with and no interest in participating in the no-holds-barred clusterfuck that is Youtube Comments.

E: To be completely honest, I *have* always wanted to try making LPs, but I ~~have a fairly bad stutter~~ tend to stammer a bit when under pressure and lack a quiet environment for making videos.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **June 20, 2016, 07:19:01 pm**

Quote from: Mr Frog on June 20, 2016, 07:14:43 pm

E: To be completely honest, I *have* always wanted to try making LPs, but I ~~have a fairly bad stutter~~ tend to stammer a bit when under pressure and lack a quiet environment for making videos.

Yeah, it's hard to get a dedicated room/spot to get a decent sound. I'm lucky to be able to extract my soundtrack directly from a digital recording, but before I edit it the video contains neighbours explaining spaghetti sauce recipees and/or their latest one night stands in the background. Or mario kart racing noises.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **June 20, 2016, 07:35:49 pm**

I have one, but never had anything I could do with it.

And the VA thing was from when the thread could feasibly be voiced - Prior to absolute fucking disaster. Y'know, kinda like what this place has become (though in a much nicer way.)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **June 20, 2016, 08:10:01 pm**

Quote from: Splint on June 20, 2016, 07:35:49 pm

I have one, but never had anything I could do with it.

And the VA thing was from when the thread could feasibly be voiced - Prior to absolute fucking disaster. Y'know, kinda like what this place has become (though in a much nicer way.)

We have demons, but also *manners*.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 21, 2016, 03:14:56 pm**

Oh hey, have just found your old Soundcloud account. Just three entries tho. The first one sounds somewhat different from others, more... Natural? The journals are much more tense-sounding.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 21, 2016, 04:28:08 pm**

Quote from: Splint on June 20, 2016, 07:35:49 pm

I have one, but never had anything I could do with it.  
  
And the VA thing was from when the thread could feasibly be voiced - Prior to absolute fucking disaster. Y'know, kinda like what this place has become (though in a much nicer way.)

To be compared to Spearbreakers in any sort of positive manner is an honor and a blessing.

Quote from: Monitor Lisard on June 21, 2016, 03:14:56 pm

Oh hey, have just found your old Soundcloud account. Just three entries tho. The first one sounds somewhat different from others, more... Natural? The journals are much more tense-sounding.

~~put that thing back where it came from or so help me (SO HELP ME)~~

IIRC the first one was literally just me talking normally, whereas in the journals I was in-character as gnome!Mr Frog and was trying to affect a more gruff, harsh manner of speaking, which... probably wasn't helped by the fact that I was legitimately nervous as fuck about having my voice recorded (I hate the sound of my own voice lolololol)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 22, 2016, 04:51:22 pm**

Gonna have my first entry up in a day or so! I'm going to a convention that runs from the 24th to the 27th, so I'll be pretty busy during that time. I don't think I'll be able to play during that time.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 22, 2016, 04:53:24 pm**

Quote from: The Master on June 22, 2016, 04:51:22 pm

Gonna have my first entry up in a day or so! I'm going to a convention that runs from the 24th to the 27th, so I'll be pretty busy during that time. I don't think I'll be able to play during that time.

Schweet. Thanks for the heads-up.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 22, 2016, 06:29:50 pm**

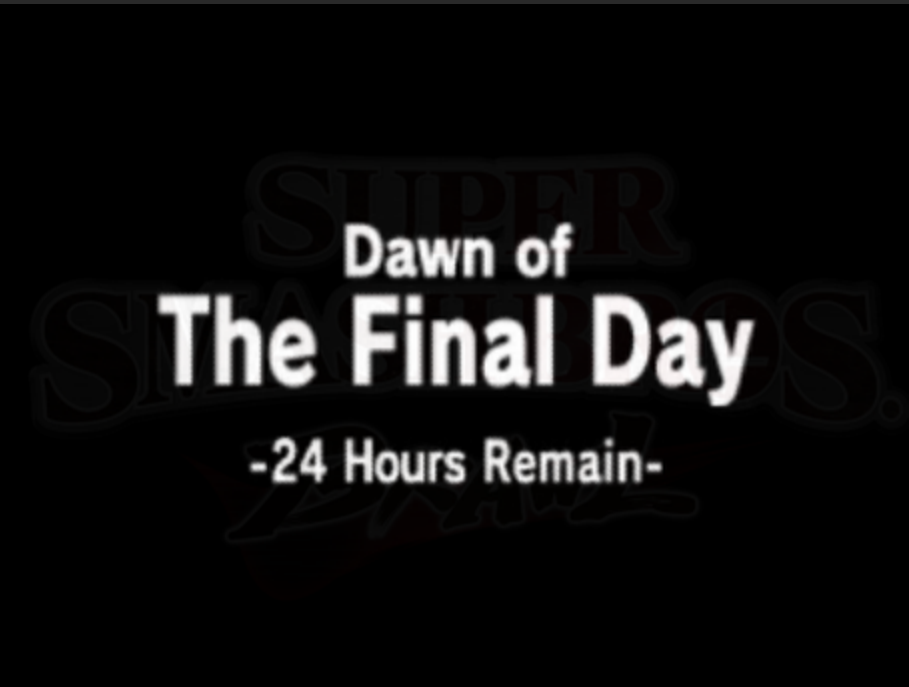
Quote from: Mr Frog on June 22, 2016, 04:53:24 pm

Quote from: The Master on June 22, 2016, 04:51:22 pm  
Gonna have my first entry up in a day or so! I'm going to a convention that runs from the 24th to the 27th, so I'll be pretty busy during that time. I don't think I'll be able to play during that time.  
  
Schweet. Thanks for the heads-up.

It just kind of hit me how terrifying the following sentence is:

Quote from: The Master on June 22, 2016, 04:51:22 pm

Gonna have my first entry up in a day or so!



Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 24, 2016, 10:43:47 am**

I didn't have time, sorry! When I get back, expect a lot of content! I promise it'll be worth the weight.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 24, 2016, 01:41:02 pm**

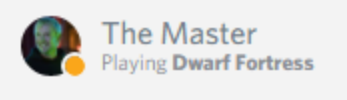
Quote from: The Master on June 24, 2016, 10:43:47 am

I didn't have time, sorry! When I get back, expect a lot of content! I promise it'll be worth the weight.

As long as you get something up within a week, I'm good.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **June 26, 2016, 07:57:12 am**

Spoiler: No demon is as terrifying (click to show/hide)



Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 26, 2016, 12:47:27 pm**

Quote from: Lolfail0009 on June 26, 2016, 07:57:12 am

Spoiler: No demon is as terrifying (click to show/hide)



WELP

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 26, 2016, 07:59:51 pm**

Convention is over! Intro post will be up tomorrow between morning to afternoon!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheBiggerFish** on **June 26, 2016, 08:20:04 pm**

Quote from: The Master on June 26, 2016, 07:59:51 pm

Convention is over! Intro post will be up tomorrow between morning to afternoon!

# CARNAGE!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 27, 2016, 09:15:37 am**

Part of me suspects he's played his year over and over in an attempt to kill this fort and finally surrendered.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheBiggerFish** on **June 27, 2016, 12:46:07 pm**

Quote from: NCommander on June 27, 2016, 09:15:37 am

Part of me suspects he's played his year over and over in an attempt to kill this fort and finally surrendered.

\*snrk\*

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 27, 2016, 01:40:56 pm**

Prologue:

*Well, I'm here. I have no idea what I'm looking at. The migrant party I came with were doing nothing but raving about how incredible this place is supposed to be. A utopia, they called it. Sprawling as far as the eye can see, they said that Clobbermountains is an impenetrable fortress that shall never fall as long as our race yet lives. Now, as I take my first steps into this place, I know that everything I've ever heard was a lie. This place isn't incredible. It isn't a utopia. It's certainly sprawling, but not in the way you'd hope. As for impenetrable, maybe in the sense that you could never find your way in or out without a guide!*

*When I signed for the migrant party at The Mountain and saw the road we'd be taking, I almost turned back immediately. It wasn't because I saw a dusty and forgotten trail full of monsters and danger. No, I'm used to that. What I saw instead was... nothing. No trees, no grass, not even a bird in the sky. It was as if everything packed up and left to hide from something unfathomable.*

*At the time, I thought I was just being paranoid. We dwarves have cleared out countless paths over the years. The place I was going to was highly regarded as one of the best fortresses in all the land. "Everything would be fine", I told myself. Of course, all my fears came back full force when we arrived.*

*What is this place, really? Who built it? Why? And more importantly, how? All of these questions and more are swimming through my head faster than I can comprehend them.*

*This isn't what I signed up for.*

Next update will be very soon and have pictures. It'll focus on our yet unnamed protagonist who's only just coming to grips with this place. His gradual decent into madness will be a big plot point as time goes on.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 28, 2016, 12:04:57 pm**

Update incoming! Should be up in just a few hours!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheBiggerFish** on **June 28, 2016, 12:05:44 pm**

Oh boy...

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 28, 2016, 08:33:37 pm**

Gonna be delayed for just a few more hours. At worst it'll be up tomorrow morning. Got busy with work!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **chaotic skies** on **June 28, 2016, 10:56:10 pm**

I have no idea how this one will go. I do know, however, that I want...

# CARNAGE!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 29, 2016, 11:29:17 am**



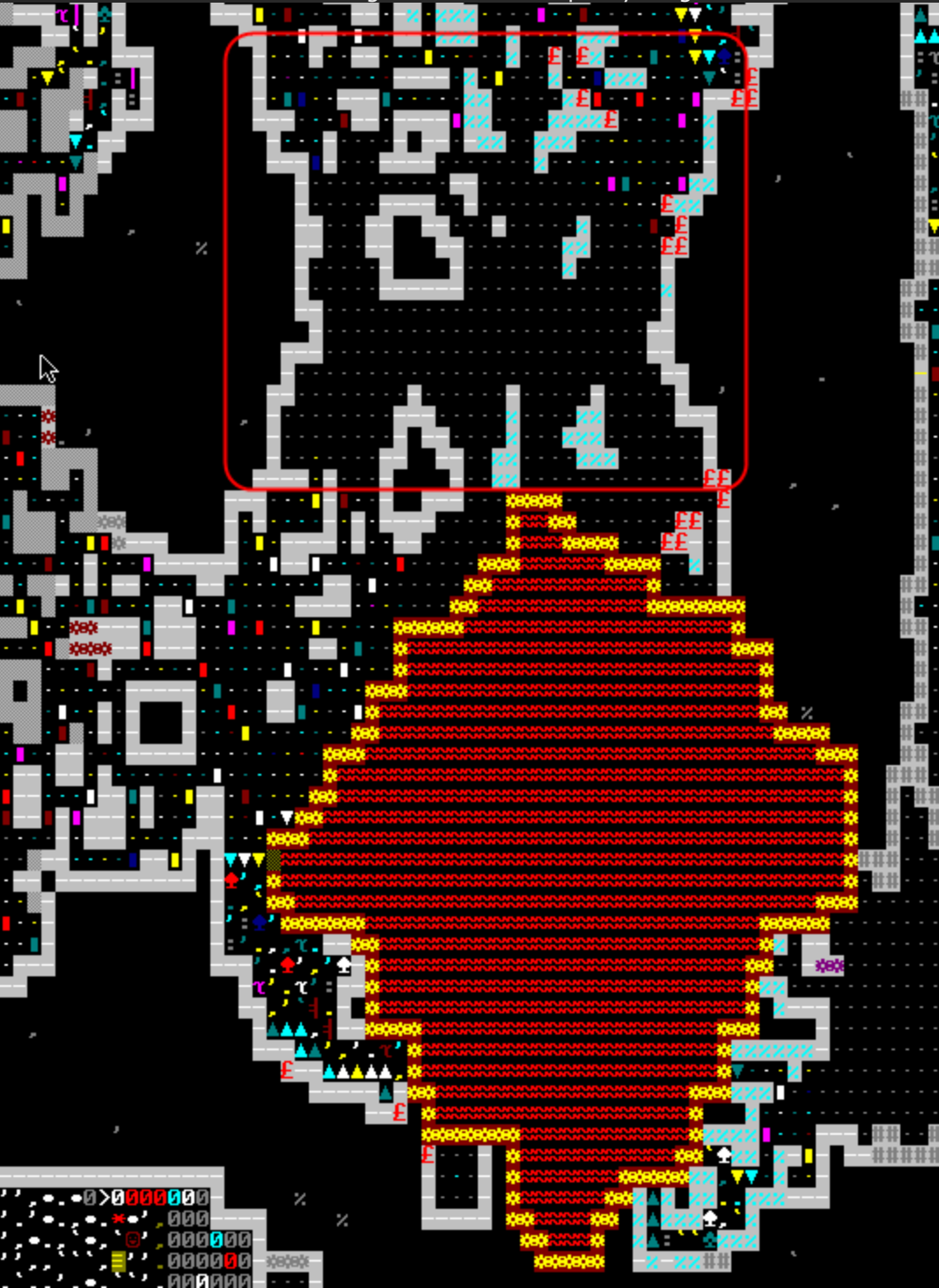
Present Day

Well, it looks like I lost the rock toss. We're currently leaderless, so we held a competition to see who would take over as overseer. Participation was, of course, mandatory. I threw the rock the farthest, which means "I have all the necessary skills to lead us". Wonderful. Well, since I'm in this position, I guess I should try and save this hellhole. Yes, it is my sole responsibility to keep this place up and running for an entire year. I must lead us to victory in this siege and fight the good fight!

Fuck it. Let's have some fun instead. If we're all gonna die, then let's die spectacularly.

1st of Granite

The first order of business is to get rid of all that pesky magma. I've ordered the miners to drain it safely into this nice bottomless pit.



9th of Granite



That thing I've marked as a Q in the picture is some sort of beast from a long forgotten age. It's brutally murdering everyone it can find. I'd drown it in my new magma pool, but the miner taking care of the digging ran away before he could break through to the magma. I'll have to do the next best thing. Send every single member of the military at it! Sacrifice yourselves for the greater good!

**>The Axedwarf hacks The Forgotten Beast in the head with her \*iron battle axe\* and the severed part sails off in an arc!**

Oh. That was... easy.

Unfortunately, another one came by and started murdering everyone.

12th of Granite

I've been in charge for about 12 day and already five people are dead! Everone I know and love is dying!

19th of Granite:



Make that around eight people.

28th of Granite  
Whoops.



It was at this point when the framerate tanked and it became unplayable. As much as I wanted everyone to die in a horribly magamy death, it looks like I'll have to start over with a different "tactic". Good thing I only got a month in! Note that these were just my notes. My normal writing in-character writing will be much more expanded. I just figured I should post what I have without delaying any longer.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 29, 2016, 11:34:39 am**

That escalated quickly

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **DolosusDoleus** on **June 29, 2016, 11:53:25 am**

Ahem.

# CARNAGE!

I feel that this is appropriate for the situation.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **June 29, 2016, 12:42:32 pm**

...Outstandingly, that was worth the wait.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 29, 2016, 01:00:27 pm**

Holy jesus I thought I was ready but nothing could have prepared me for this

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 29, 2016, 01:48:11 pm**

Quote from: Mr Frog on June 29, 2016, 01:00:27 pm  
Holy jesus I thought I was ready but nothing could have prepared me for this

The difference between me and The Master is he intentionally starts fires. Mine just walk in the door. I'm fairly sure between the two of us, we'll have a Fortress Existence Failure. Especially because I've decided what I'm going to do on my turn.

Spoiler: Hint (click to show/hide)  
It involves the Spawn.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **June 29, 2016, 05:31:20 pm**

Quote from: NCommander on June 29, 2016, 01:48:11 pm  
I've decided what I'm going to do on my turn.

You still think you're going to have a turn by the end of this?

I'm so sorry.

Quote from: Mr Frog on June 29, 2016, 01:00:27 pm  
Holy jesus I thought I was ready but nothing could have prepared me for this

I'm sigging this.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **June 29, 2016, 10:09:48 pm**

Quote from: The Master on June 29, 2016, 05:31:20 pm  
Quote from: NCommander on June 29, 2016, 01:48:11 pm  
I've decided what I'm going to do on my turn.  
You still think you're going to have a turn by the end of this?

I'm nominating that for the quote bank

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **chaotic skies** on **June 29, 2016, 11:19:07 pm**

This place is going down in a blaze of glory, whether or not that's literal...has yet to be decided.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **June 30, 2016, 12:15:07 am**

Quote from: chaotic skies on June 29, 2016, 11:19:07 pm  
This place is going down in a blaze of glory, whether or not that's literal...has yet to be decided.

By which we mean that if whatever death The Master chooses to grant us happens to not be entertaining enough, I'mma roll back and see what the NCommander was planning on doing. ~~Actually I might let him just have a go from Monitor Lisard's save anyways since I'm genuinely wondering what the fuck he's planning on doing~~

But, y'know, no pressure. 8)

Also, The Master has 1 week *period* (barring literal emergencies) to provide an actual, canon update (not that the one he posted wasn't entertaining). I don't want to hustle anyone off the stage here, since we're running short of understudies as it is, but this is getting a bit silly.

Quote from: Lolfail0009 on June 29, 2016, 10:09:48 pm  
Quote from: The Master on June 29, 2016, 05:31:20 pm  
Quote from: NCommander on June 29, 2016, 01:48:11 pm  
I've decided what I'm going to do on my turn.  
You still think you're going to have a turn by the end of this?

I'm nominating that for the quote bank

It is done.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **June 30, 2016, 03:39:11 am**

Quote from: The Master on June 29, 2016, 05:31:20 pm  
Quote from: NCommander on June 29, 2016, 01:48:11 pm  
I've decided what I'm going to do on my turn.  
You still think you're going to have a turn by the end of this?

Yes, because you're the Master. You can never beat the Doctor. At best you can get a near villain victory. Any attempt you make to end it in fire shall melt your framerate. Lagginess will become this fortresses best defense.



Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **chaotic skies** on **June 30, 2016, 07:35:44 pm**

I wonder what would happen if someone were to make a version of DF that runs on one of the supercomputers scientists use for big physics simulation stuff...I'm not sure it'd run, even with all that proccessing power :P

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **June 30, 2016, 08:18:54 pm**

Quote from: chaotic skies on June 30, 2016, 07:35:44 pm  
I wonder what would happen if someone were to make a version of DF that runs on one of the supercomputers scientists use for big physics simulation stuff...I'm not sure it'd run, even with all that proccessing power :P

Wait until the 64-bit version for that test :P

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 01, 2016, 12:07:51 pm**

Alright, I should have the first canon update done by late tonight.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 01, 2016, 12:19:47 pm**

Quote from: The Master on July 01, 2016, 12:07:51 pm  
Alright, I should have the first canon update done by late tonight.

I'm told you can make **CARNAGE** with a cannon ....

I'll show myself out

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 01, 2016, 05:16:55 pm**

Here's an except from the update.

*It's getting quite stuffy in here. I don't think we've had fresh air down here in awhile. Open the front door!*

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 01, 2016, 05:24:04 pm**

Wait a moment, are you trying to let the surface horrors in, or the fortress horrors out?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 01, 2016, 05:24:37 pm**

Quote from: NCommander on July 01, 2016, 05:24:04 pm  
Wait a moment, are you trying to let the surface horrors in, or the fortress horrors out?

Yes.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **chaotic skies** on **July 01, 2016, 07:45:18 pm**

Carnage?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 01, 2016, 08:12:23 pm**

Quote from: The Master on July 01, 2016, 05:24:37 pm  
Quote from: NCommander on July 01, 2016, 05:24:04 pm  
Wait a moment, are you trying to let the surface horrors in, or the fortress horrors out?  
Yes.

Wouldn't that cause-

Oh you **FIEND**. A horror-antihorror explosion would not only level the place, it would bring in an age of emptiness.

Go into the raws and add serves on break to the dwarfs so when they get ripped apart by spawn they can be isolated into all their component bits.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheBiggerFish** on **July 01, 2016, 08:29:41 pm**

....  
Carnage.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 01, 2016, 09:49:27 pm**

Work devoured me today, didn't have enough written. Good news though, the fort is fucked! :D

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 01, 2016, 10:06:49 pm**

Quote from: The Master on July 01, 2016, 09:49:27 pm  
Work devoured me today, didn't have enough written. Good news though, the fort is fucked! :D

Define fucked. Are we regular fucked, or are we Battlefailed levels of fuck?

Is the fort actually still standing, or did it crumble to its end.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 01, 2016, 10:13:44 pm**

Quote from: NCommander on July 01, 2016, 10:06:49 pm

Quote from: The Master on July 01, 2016, 09:49:27 pm

Work devoured me today, didn't have enough written. Good news though, the fort is fucked! :D

Define fucked. Are we regular fucked, or are we Battlefailed levels of fuck?

Is the fort actually still standing, or did it crumble to its end.

It's still standing.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 01, 2016, 10:17:30 pm**

I'd normally say business as usual for this fort, but given who's at the helm, at this point I feel compelled to ask if any dwarfs are still alive cause ...

Looking forward to your update. I want to see how over the top you went.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheBiggerFish** on **July 01, 2016, 10:19:00 pm**

Quote from: TheBiggerFish on July 01, 2016, 08:29:41 pm

....  
Carnage.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 02, 2016, 07:44:34 pm**

This is so embarrassing, but where is the door keeping all the death outside?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Aldraglienon** on **July 02, 2016, 08:08:56 pm**

Before anyone replies...

Are we sure we want to gives him that information, this has potential for great *CARNAGE* and fort fallage...

Spoiler (click to show/hide)

Oh and master their are to my knowledge, five different doors keep the death outside, not counting the cavern entrances. The four airlocks I made and the original fort entrance. Two of the airlock are too the north on either side of the mountain, one too the east at the lost point in that direction, one at the lowest point to the south, and the main fort entrance is high up the mountain in about the middle of the map.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 02, 2016, 08:11:25 pm**

Nevermind I figured it out! I just dug upward until dirt stopped appearing!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 02, 2016, 11:34:33 pm**

Quote from: The Master on July 02, 2016, 08:11:25 pm

Nevermind I figured it out! I just dug upward until dirt stopped appearing!

So you hit the aquifer?

Carnage?[color]

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **chaotic skies** on **July 03, 2016, 04:11:21 am**

Quote from: TheBiggerFish on July 01, 2016, 10:19:00 pm

Quote from: TheBiggerFish on July 01, 2016, 08:29:41 pm

....  
Carnage.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 03, 2016, 08:02:34 pm**

Writing up my new entry now. Sorry for taking my sweet ass time. Life always gets in the way. I should have it up late tonight or tomorrow morning!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **chaotic skies** on **July 03, 2016, 11:48:30 pm**

....carnage?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 04, 2016, 10:17:48 am**

Eating a burger made of blood then i'm gonna work on the update and have it out in just an hour or two! Stay tuned folks. You won't want to miss what's coming next.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 04, 2016, 10:32:37 am**

I regret to inform you all that Mr. Furg and a confused tourist were brutally murdered by a forgotten beast. They will not be missed, as I have no idea who they are, especially the tourist.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 04, 2016, 11:14:08 am**

The doors are open. They come. The end is neigh.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **July 04, 2016, 12:48:53 pm**

The actual write up is going to be magnificently horrific and stupid, I can already tell.  
  
I approve.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 04, 2016, 08:35:55 pm**

I had to entertain guests today. Frog probably wants to strangle me for taking so long to get out my first update at this point. Sorry! It will be soon!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 04, 2016, 08:52:14 pm**

Quote from: The Master on July 04, 2016, 08:35:55 pm  
I had to entertain guests today. Frog probably wants to strangle me for taking so long to get out my first update at this point. Sorry! It will be soon!

No, I'm fine. You still have three days before the strangling shall commence.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 04, 2016, 10:07:28 pm**

Important message from President Obama himself about the state of the fort! <http://sendvid.com/i0ia96ew>

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 04, 2016, 10:44:50 pm**

Quote from: The Master on July 04, 2016, 10:07:28 pm  
Important message from President Obama himself about the state of the fort! <http://sendvid.com/i0ia96ew>

> Not lovingly hand-crafted from CD-i Zelda clips  
  
OAH! Take him away!  
  
~~E: Also thank you for reminding me that talkobamato.me exists, gonna go waste 30 minutes of my life~~

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **July 04, 2016, 10:55:42 pm**

Quote from: Mr Frog on July 04, 2016, 10:44:50 pm  
Quote from: The Master on July 04, 2016, 10:07:28 pm  
Important message from President Obama himself about the state of the fort! <http://sendvid.com/i0ia96ew>  
  
> Not lovingly hand-crafted from CD-i Zelda clips  
  
OAH! Take him away!

Please, your omnipotence, have mercy!

Also @The Master: In all seriousness, what's the likelihood of the fortress being destroyed by the end of your turn? Considering signing up for a turn but if it's not gonna survive the next three... '^^

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 04, 2016, 11:10:23 pm**

Quote from: Lolfail0009 on July 04, 2016, 10:55:42 pm  
Quote from: Mr Frog on July 04, 2016, 10:44:50 pm  
Quote from: The Master on July 04, 2016, 10:07:28 pm  
Important message from President Obama himself about the state of the fort! <http://sendvid.com/i0ia96ew>  
  
> Not lovingly hand-crafted from CD-i Zelda clips  
  
OAH! Take him away!  
  
Please, your omnipotence, have mercy!

After he's sentence-mixed an entire fortress update -- *then* we can talk about mercy!

Quote  
Also @The Master: In all seriousness, what's the likelihood of the fortress being destroyed by the end of your turn? Considering signing up for a turn but if it's not gonna survive the next three... '^^

Well, considering that there is now apparently a direct line between the demons and our dwarves, aka a situation we've been carefully avoiding for about 10 in-game years :V :V :V

Want me to throw you onto the turn list anyways, if only for decorative purposes?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 04, 2016, 11:24:11 pm**



Let me put this into an example you can all understand. I want you to play a game of Russian roulette, but with a twist. Instead of putting one bullet into the revolver, put all six. Now put the gun into your mouth, pointed upward, and pull the trigger. What are the odds of survival?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **July 04, 2016, 11:47:25 pm**

Dunno, if you maxed your luck stat then that round is bound to misfire.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **July 05, 2016, 01:07:18 am**

Quote from: Mr Frog on July 04, 2016, 11:10:23 pm

Quote

Also @The Master: In all seriousness, what's the likelihood of the fortress being destroyed by the end of your turn? Considering signing up for a turn but if it's not gonna survive the next three... '^^^

Well, considering that there is now apparently a direct line between the demons and our dwarves, aka a situation we've been carefully avoiding for about 10 in-game years :V :V :V

Want me to throw you onto the turn list anyways, if only for decorative purposes?

Yeah sure

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Imic** on **July 06, 2016, 03:00:55 pm**

Quote from: The Master on July 04, 2016, 11:24:11 pm

Let me put this into an example you can all understand. I want you to play a game of Russian roulette, but with a twist. Instead of putting one bullet into the revolver, put all six. Now put the gun into your mouth, pointed upward, and pull the trigger. What are the odds of survival?

The same as the chances of survival during the master's turn in clobbermountains.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheBiggerFish** on **July 07, 2016, 01:17:16 am**

Snrk.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 07, 2016, 09:26:32 am**

With Frog's deadline rapidly approaching and my life getting out of the way just enough, I'm excited to announce that my one and only update(because the fortress is fucked lmao) is coming TODAY. I can't promise on a time, but it will, beyond a shadow of a doubt, be up before midnight EST TODAY.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 07, 2016, 09:03:44 pm**

The sun has set on the once-called fortress known as Clobbermountains. The fires have begun to quell. Long ago, the fort was bustling with life and its economy unmatched. Some called it the crown jewel of the kingdom. That all changed when The Great Destroyer came to power.

The details on how The Great Destroyer rose to highest position of power in a single night have been lost to history, but it is possible to speculate. Some say that it was through a simple thing known as a succession list. According to that theory, an overseer was simply elected in order of when an applicant applied. However, there are a few problem with this theory. One of them is that such a thing would be simply insane. Why would such a prosperous fortress have a system in which a single madman could end everything? Speaking of which, that is exactly what we do know happened.

On the day of the "election", The Great Destroyer was said to have made three immediate decrees. One, "Make a magma pool from the volcano powering the forges." Two, "dig random tunnels into the fortress was entirely hollow." And three, "Open the doors." With those three orders, the fate of the fortress was sealed.

You might be asking yourself, "Why didn't the dwarves revolt against such insane demands?" The answer to that question has, unfortunately again, been lost to time. The assumption of the writer of this historical article is that they simply did not know. How this is possible, I do not even understand.

Moving on, the invaders came and had their way with the place. They ransacked everything and then slaughtered the remaining inhabitants. I say remaining, because a large portion of the population melted. Some speculate this was due to magma filling up nearly the entire livable section of the fortress that hadn't already been slaughtered sometime earlier by the invaders in their previous attempt.

As a conclusion to this vaguely interesting piece of history, before we move on to much more fascinating places like Murderbunnies and Fuckingshithole, I would like to share with you a note found deep in the fortress. So deep, that it was found etched into a wall made of cyan-colored metal.

"My name is Ronald Dillinger and for 12 years I've lived here. Now, I escape."

***Your fortress has crumbled to its end.***

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **July 07, 2016, 10:00:45 pm**

So.... Are we getting an actual update with some details, or....?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 07, 2016, 11:08:19 pm**

Quote from: Splint on July 07, 2016, 10:00:45 pm

So.... Are we getting an actual update with some details, or....?

That WAS my update lol. I thought I'd try and convey it all in the past tense from a different perspective. I'll post the save first thing tomorrow morning!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **July 07, 2016, 11:09:44 pm**

Ehm... No offense, but it honestly seems a little... Phoned in.

Like, all that build up and all we get is that? Honestly pretty disappointing, at least in my opinion. :-\

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 07, 2016, 11:12:49 pm**

Quote from: Splint on July 07, 2016, 11:09:44 pm

Ehm... No offense, but it honestly seems a little... Phoned in.

Like, all that build up and all we get is that? Honestly pretty disappointing, at least in my opinion. :-\

Sorry! I think it's very clear that I was building up to something so much better, but I just ran out of time. Looks like I ended up violating the rule about building up things with weak resolutions. Life gets in the way at the worst times. In this case specifically, it was all work related. My boss just needed my help with EVERYTHING the past week. Even with taking screenshots.

I hope you guys aren't mad!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 07, 2016, 11:16:48 pm**

Quote from: Splint on July 07, 2016, 11:09:44 pm

Ehm... No offense, but it honestly seems a little... Phoned in.

Like, all that build up and all we get is that? Honestly pretty disappointing, at least in my opinion. :-\

Heel, boy. In all fairness, he *did* have a very limited time frame to work in, considering that he seemed to have been extremely busy for a very long time and was lucky to get even this up.

That said, I am kind of at a loss regarding what to do right at the moment. That was a very entertaining update for what it was, but at the same time, I'm not sure if this is the kind of note I want something that I've been part of for over a year now to go out on. Gonna sleep on it then figure out what to do.

@Master:

Not mad. At all. Bit disappointed with how things turned out, but it wasn't really your fault. Part of it's on me; I probably should have pushed you back a slot since you were having a rough time at the moment, but DAT HYPE blinded me.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **July 07, 2016, 11:19:44 pm**

@ Mr Frog: Like I said, it was just disappointing in *my* opinion. For all I know you guys think it's perfectly fine, fucking horrible, or don't give a hiddly diddly shit. :P

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 07, 2016, 11:27:19 pm**

I'd be okay with you reverting the save if you went with that. I did my best to fuck things up in the fort, and I think you'll see just how much effort I put into that once you see the save, but I just had no time for the writeup.

Also Splint, this work stuff won't affect my performance in your fort. It just unfortunately abruptly got in the way for the past 7 days. I want to make it very clear that I hate leaving things off with a bad resolution, but as I stated, there just wasn't time this week.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **July 07, 2016, 11:38:00 pm**

Pfft. It's fine.

Just don't build up so much dang hype next time your job decides to rear its shiny head.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Imic** on **July 07, 2016, 11:49:04 pm**

I don't think that this is in the hall of legends. But it should be.  
Welcome to the nomination thingummy!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 07, 2016, 11:51:05 pm**

Quote from: The Master on July 07, 2016, 11:27:19 pm

I'd be okay with you reverting the save if you went with that. I did my best to fuck things up in the fort, and I think you'll see just how much effort I put into that once you see the save, but I just had no time for the writeup.

I'm wondering what you could have possibly done at this point that'd be even noticeable at first glance. This place is a MESS. This is the fort that had a legitimate FB crisis for no other reason than that the Overseer at the time literally could not keep track of the fort's layout despite his very best efforts. Unless literally the whole place was flooded with magma it'd just look like business as usual :V

Quote from: Imic on July 07, 2016, 11:49:04 pm

I don't think that this is in the hall of legends. But it should be.  
Welcome to the nomination thingummy!

FINALLY! AFTER 12 LONG MONTHS, VINDICATION!

Thanks bro

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **tonnot98** on **July 08, 2016, 02:11:01 pm**

I'd like to be dorfed as the jeweler, if at all possible at this point

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 09, 2016, 09:09:27 am**

Sorry I didn't post the save yesterday! I'll have it up after work today around 4 PM EST.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **July 09, 2016, 11:01:52 am**

Well that was... an anticlimax.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 09, 2016, 03:01:18 pm**

The very forces of God are trying to prevent me from uploading the save. There's a massive lightning storm and I don't have power at the moment. Will be up as soon as I can fucking turn on my computer.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Imic** on **July 09, 2016, 03:03:52 pm**

:o

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 09, 2016, 11:45:34 pm**

Sorry for the absentee adminning!

So, the plan is that we're rolling back to the last save. I feel really bad about not bumping The Master back a slot when it was obvious he was busy with... um... the other fortress (its name escapes me at the moment), but that's a whole shitload of spilt milk that isn't worth crying over at this point. We need to get this shit back on the rails. I'm PMing NCommander presently, although realistically he'll probably be busy with Boarpaints for the foreseeable future so the fortress will likely end up in TheFlame's hands once the dust settles.

@The Master: I am *incredibly* sorry about all of this.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 10, 2016, 12:01:14 am**

I'm here. I'm nearly done with Boarpaints (in both senses). Unfortunately, I don't think I can top my death and destruction spree with Clobbermountains; I racked up a 100 body count in Breadbowl, and topped that at 180-ish in Boarpaints. What I do is mostly if I am taking the last turn.

My current ideas involve either trying to capture spawn, or caving in the volcano ...

EDIT: I look at the save. What the fuck am I looking at? Is hell really 78 Z high? Are we having a competition for most evil caverns? Why do we have underworld spawn?

EDIT 2: His Guadiness is 157 years old. I checked DFHack (Dwarfs come with a built in expiration date). I won't reveal when he's due to die, but let me just say there's a **very good chance** he'll going to keel over before Clobbermountains does.

EDIT 3: Ok, given I actually want to the king keel over from old age, I'm actually not going to try and fuck this place over. I've narrowed my choices down to three

1. Try and reclaim upper Clobbermountains via stragetically positions marksdwarfs
2. Colonize Hell, its nicer than the rest of the place.
3. Fuck all, take inspiration from the fact we have a silver animal trap and go try and make as much cheese as I can.

Given the sheer amount of fuckery this fort has, option 3 is oddly appealing. I'm trying to figure out how bad reclaiming upper Clobbermountains and the surface would be.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 10, 2016, 07:54:09 am**

No worries Frog! If I could go back, I'd have thought a little harder about if something was going to get in the way. Next time I work with you, my turn will be so much better. Considering that this turn was frankly garbage on my part, it wouldn't be hard to top it.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 10, 2016, 09:36:56 am**

Quote from: The Master on July 10, 2016, 07:54:09 am

Next time I ~~work~~ with you, my turn will be so much better.

Play with you\*

If I have to keep reminding myself that this is just a game and there's no point getting upset over it then I'm gonna remind all of you as well :)

Also I wouldn't call your turn "garbage". There was a terrible streak of bad luck, and despite that you put in the effort to get up *something* and that something was honestly quite entertaining, it just didn't really work as a fort update.

E:

Quote from: NCommander on July 10, 2016, 12:01:14 am

I'm here. I'm nearly done with Boarpaints (in both senses). Unfortunately, I don't think I can top my death and destruction spree with Clobbermountains; I racked up a 100 body count in Breadbowl, and topped that at 180-ish in Boarpaints. What I do is mostly if I am taking the last turn.

My current ideas involve either trying to capture spawn, or caving in the volcano ...

EDIT: I look at the save. What the fuck am I looking at? Is hell really 78 Z high? Are we having a competition for most evil caverns? Why do we have underworld spawn?

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EDIT 3: Ok, given I actually want to the king keel over from old age, I'm actually not going to try and fuck this place over. I've narrowed my choices down to three

1. Try and reclaim upper Clobbermountains via stragetically positions marksdwarfs
2. Colonize Hell, its nicer than the rest of the place.
3. Fuck all, take inspiration from the fact we have a silver animal trap and go try and make as much cheese as I can.



Given the sheer amount of fuckery this fort has, option 3 is oddly appealing. I'm trying to figure out how bad reclaiming upper Clobbermountains and the surface would be.

Why not all three? :V 2 in particular interests me. If nothing else, Hell has a much saner topography than Clobbermountains proper at this point. Heck, why not combine it with #3? We shall fill Hell with the cheese of the damned.

Also, 1 might actually be semi-doable with a bit of luck. Remember that we still have the entire Spire's worth of candy to go through (and there's almost certainly at least one more adamantine spire *somewhere* on the map which would also be entirely for the taking now that Hell's already blown its load all over us). I don't think Spawn can use armor either, so we may not even have to worry about soldiers turning into candy-coated Spawn.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Crashmaster** on **July 10, 2016, 12:39:53 pm**

4. Reclaim upper Clobbermountains via webbed cage traps returning Erib to proper throne or tomb as suitable. Mine all of the adamantine ore out, build Greater Spawn cages in hell and re-seal off with adamantine wafer floors, release Greater Spawn back into hell to prove Dwarven superiority then abandon fort after raping both the land and hell - business as usual. Optional; leave an artifact in hell to entertain the surviving Greater Spawn for eternity.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **July 10, 2016, 12:50:17 pm**

WE SHALL RETAKE WHAT IS OURS.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 10, 2016, 04:59:43 pm**

After a good nights sleep, and looking once again into the save of madness, I'm going to forgo upper Clobbermountains. There's a reason for this.

Dwarf Fortress is a bit weird on how it decides critters will enter the map, and there is only one type of demon (GREATER\_SPAWN) in total. As such, if my theory is correct, as long as they stay free in upper clobbermountains, Hell should remain an empty safe bastion in which to extend Dwaf civilization. So down we go.

I'm trying to figure out how to deal with banshee's as well, though given they're trap avoid, that somewhat limits my options.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 10, 2016, 05:03:26 pm**

Quote from: NCommander on July 10, 2016, 04:59:43 pm

After a good nights sleep, and looking once again into the save of madness, I'm going to forgo upper Clobbermountains. There's a reason for this.

Dwarf Fortress is a bit weird on how it decides critters will enter the map, and there is only one type of demon (GREATER\_SPAWN) in total. As such, if my theory is correct, as long as they stay free in upper clobbermountains, Hell should remain an empty safe bastion in which to extend Dwaf civilization. So down we go.

I'm trying to figure out how to deal with banshee's as well, though given they're trap avoid, that somewhat limits my options.

Demons: Yeah, Hell's been empty so far, at least as far as I know. I take it I should add an asston of dummy 'clones' of the Greater Spawn next time so that they'll respawn properly? :D

Banshees: I think we have turkeys. Just breed an asston of poults and pen them in a bunker near the surface. Assuming they target the nearest valid creature, they should scream at the birds and ignore the dwarves entirely.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 10, 2016, 05:26:07 pm**

Unfortunately, we don't have any animals where we can reach them. There are a bunch of turkeys and such in cages from when the last caravans got nuked. I ran into this problem since I have no way to make leather. I may have to give our new marksdwarfs adamanite quivers because I have no other way to load them up.

I'm looking at the feasibility of trapping the caverns to try and get a breeding pair of **something**. Save is plodding along at about 20 FPS so I'll have a first update soon.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Crashmaster** on **July 10, 2016, 06:14:47 pm**

I'm pretty sure I remember seeing a FB show up in hell earlier in this fort.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **July 10, 2016, 06:16:06 pm**

FBs can show up in hell. At least one showed up in Spearbreakers (and suffered from a case of Stabbed-by-Dauros-itis,) via hell.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 10, 2016, 06:20:11 pm**

Quote from: Splint on July 10, 2016, 06:16:06 pm

FBs can show up in hell. At least one showed up in Spearbreakers (and suffered from a case of Stabbed-by-Dauros-itis,) via hell.

Frankly, I'm less scared of a FB than I am of the spawn.

Progress is going well. I nearly finished burning through the entire backlog of raw candy we had and I've resuming mining out the spire from the bottom up, and we have dwarfs building in hell (haven't got beards on the ground yet).

I've also got a bunch of traps made and have a trapper hunting for the necessary ingredients to make dwarven cheese.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 10, 2016, 07:01:50 pm**

Clobbermountains - Overseer's Log  
NCommander - Militia Commander Reporting  
---

As per tradition, with each passing year, a new overseer comes to run this madhouse. This year, it's me. Go figure. As His Gaudiness sits on his throne and sleeps on a bed made of holistic bone (WTF mate?!), it falls to me to keep us going for another year. Clobbermountains has long been plagued by banshees, spawn, goblins (who are camping ontop), and far worse things. As bad as the situation may be though, it could be by far much worse.

| Mountainhome Avédonol, "Clobbermountains"             |  |              |  | FPS: 100 <49>   |  |          |                        |
|-------------------------------------------------------|--|--------------|--|-----------------|--|----------|------------------------|
| Animals   Kitchen   Stone   Stocks   Health   Justice |  |              |  |                 |  |          |                        |
|                                                       |  |              |  |                 |  |          |                        |
| Created Wealth:                                       |  | 6521926*     |  | Population:     |  | 51       |                        |
| Weapons:                                              |  | 264901*      |  |                 |  |          |                        |
| Armor and Garb:                                       |  | 512244*      |  | Miners          |  | ☹ 3      | Axedwarves ☹ None      |
| Furniture:                                            |  | 951528*      |  | Woodworkers     |  | ☹ 2      | Axe Lords ☹ None       |
| Other Objects:                                        |  | 3424287*     |  | Stoneworkers    |  | ☹ 1      | Swordsdwarves ☹ None   |
| Architecture:                                         |  | 453954*      |  | Rangers         |  | ☹ 4      | Swordmasters ☹ None    |
| Displayed:                                            |  | 901016*      |  | Metalsmiths     |  | ☹ 1      | Macedwarves ☹ None     |
| Held/Worn:                                            |  | 13996*       |  | Jewelers        |  | ☹ None   | Mace Lords ☹ None      |
| Imported Wealth:                                      |  | 1307181*     |  | Craftsdwarves   |  | ☹ 6      | Hammerdwarves ☹ None   |
| Exported Wealth:                                      |  | 117530*      |  | Nobles/Admins   |  | ☹ 2      | Hammer Lords ☹ None    |
| Food Stores:                                          |  | 3804         |  | Peasants        |  | ☹ None   | Speardwarves ☹ None    |
| Meat   238                                            |  | Seeds   167  |  | Dwarven Childrn |  | ☹ 20     | Spearmasters ☹ None    |
| Fish   18                                             |  | Drink   984  |  | Fishery Workers |  | ☹ None   | Marksdwarves ☹ None    |
| Plant   730                                           |  | Other   1667 |  | Farmers         |  | ☹ 10     | Elite Mrksdwrvs ☹ None |
|                                                       |  |              |  | Engineers       |  | ☹ 2      | Wrestlers ☹ None       |
|                                                       |  |              |  | Trained Animals |  | A   None | Elite Wrestlers ☹ None |
|                                                       |  |              |  | Other Animals   |  | A   39   | Recruit/Others ☹ None  |

I've been reviewing the tactical situation of Clobbermountains, and have decided that going up is nothing short of suicide. There's only one option left.

We need to go deeper



Below us sits the absolute king of metals, adamantine. If we ever wish to reclaim the surface and the lands beyond, we **must** secure it. Though despite the kings wishes, I **won't** make maces out of the stuff. What the hell use is a mace that can't blungen things to death?!

| FPS: 85 <45>   |  | Erib Akumam                  |                          |
|----------------|--|------------------------------|--------------------------|
| Owned Objects: |  | 9                            |                          |
| Holdings:      |  | Royal Throne Room            | Needs: Royal Throne Room |
|                |  | Royal Bedroom                | Needs: Royal Bedroom     |
|                |  | Royal Dining Room            | Needs: Royal Dining Room |
|                |  | Royal Mausoleum              | Needs: Royal Mausoleum   |
|                |  | 14 Chests                    | Needs: 10 Chests         |
|                |  | 10 Cabinets                  | Needs: 5 Cabinets        |
|                |  | 10 Weapon Racks              | Needs: 5 Weapon Racks    |
|                |  | 10 Armor Stands              | Needs: 5 Armor Stands    |
| Mandates:      |  | Export of shields Prohibited |                          |
|                |  | Export of maces Prohibited   |                          |
|                |  | Make maces <2/2>             |                          |

These nobles man ...

I know I can't build an army of the gods in a single year, but I can lay the foundation for my successors. My objectives are as follows.

1. Mine and process as much adamanite as I can within a year
2. Build a new salvation for dwarven kind
3. Give our dwarfs the most powerful motivation known to our kind.

Let's take these one at a time.

On adamanite. The stuff is amazing as hell, but annoying to work with. We've got to mine it out of the pillar, then remove the threads

from the rock before we go any further. As such, I'm expanding our strand extraction facilities.



We already have quite a bit of raw adamanite to process so anyone not doing anything else is to be dedicated to full time strand extraction. By time I finish my turn here, I don't expect there to be a single bit of raw adamanite in the place. Most of it will get smelted into wafers, but some will be dedicated into cloth to become robes for the military. I haven't decided exactly how much of each I will break down **just yet**. The bookkeeper, if I can find his lazy ass can tell me.

Moving onwards though, our next problem is blow for blow, a dwarf simply can't match a spawn in combat. We need to be smarter, and we need to be farther. Thus we need marksdwarfs. I've ordered TheFlame52's guard to switch to crossbows. I've had a new archery range setup for them.

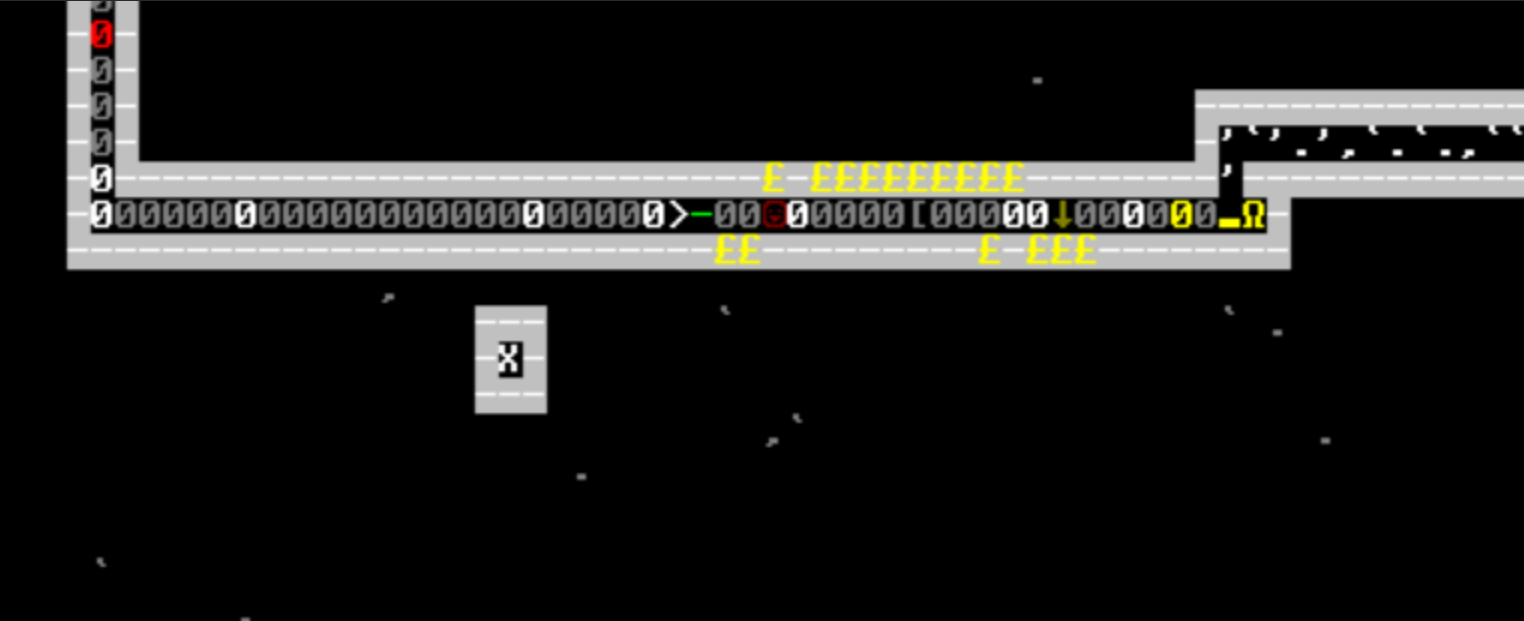


Unfortunately, I got a report that we are both lacking in ammo and backpacks. Ammo I can work around, we've got lots of copper (which I can also use to train up a weaponsmith; the broker has found a new purpose in life). Quivers are a bigger issue. No leather, and nothing I can get to make more. We have absolutely no breeding pairs of anything in this fortress.

Thus I'm going to trap the caverns and get us a breeding pair of \*something\*.



I've also noticed a lot of dwarfs using this corridor as a major throughfare between the reclaimed pairs of Clobbermountains and the current fort.



I've had it widening and traffic designations placed. Armok man, we shouldn't be hopping from coffin to coffin to get to the stairs. It's bad



juju!

Getting back to the topic of quivers. Well, I did think of a solution, but I hate myself for it.

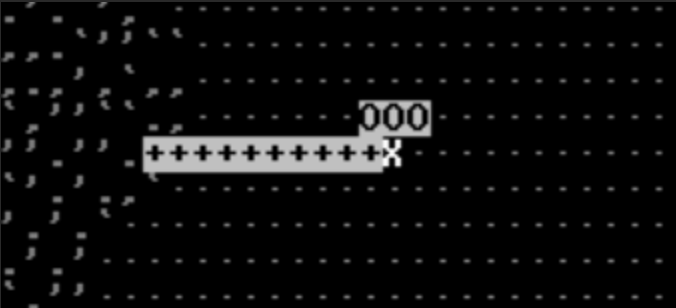


I'm going to go find a spawn bone and use it to scrub my brain out for such a waste of metal.

---

Let it be known, spawn bones make great brain scratches. Anyway, moving on top the topic of salvation. Sitting below us is this big empty spot called Hell. A few overseers ago, Taupe released the Greater Spawn in an attempt to kill our enemies. It didn't exactly go to plan, but for the most part, Hell has been unoccupied since.

It's wide open, relatively safe, and has these nifty glowing pits that we can chuck people into. I've already ordered a passageway be built to the nearest landmass.



We'll have to build some sort of defensible structure down there. Some kind of hell bunker? Nah, that's a stupid name. Anyway, downwards we go, which brings me to the last point.

What is a substance that is so rare and yet so awesome that only a few have ever seen it? That the site of it can cause lesser dwarfs to explode it bits of gore? That it is impossibly rarer than adamanite?

I'll tell you.

### CHEESE

But not just any cheese. No, to motivate everyone properly, we need the right type of cheese. The type not seen since the era of two dimensional fortresses, and something called 23a. We need **DWARVEN CHEESE**. Fortunately, I know how to make it!

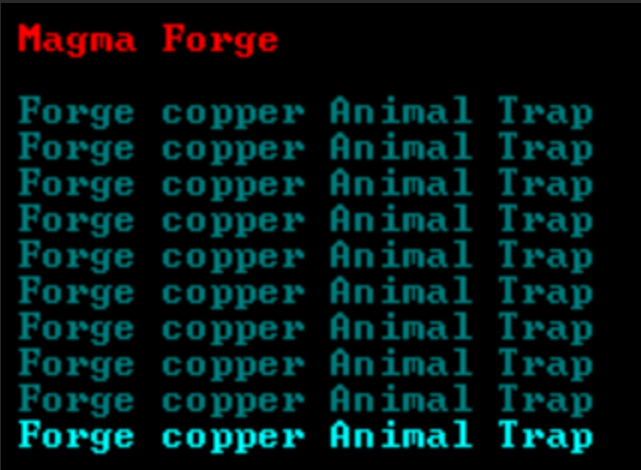
When I announced that we were going to undertake this most noble undertaking, our chief medical dwarf ran out of the room suddenly struck by a mood!



First, we'll need a kennels



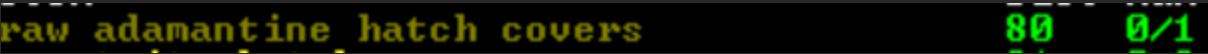
Second, we'll need some animal traps.



Third, we need some trappers, some maggots, a bucket, and some luck.

---

Today I woke feeling refreshed knowing what we're doing. I've installed hatchcovers over the hell spire, as I do worry something nasty might fly up. During this, I discovered one of our masons decided to waste some raw adamanite.



If I ever find out who, I'll have TheFlame52 throw him into hell, lock away the key, and then collapse the mountain on top of him. However, since I don't know who, I might as well use it to secure the fort!

Anyway, our moody doctor has gone and claimed a crafts dwarf workshop, and started claiming stuff.

èrith Rîsenmishthem has claimed a Craftsdwarf’s Workshop.

Craftsdwarf’s Workshop

gabbro

Lubla Ulienejshae’s right upper arm bone [2]

Lubla Ulienejshae’s left upper leg bone [2]

phyllite blocks

[B]

TSK

TSK

TSK

(I can't help but wonder if he intends to reassemble Lubla Ulienejshae ...)

In other news, our trappers have started assembling animal traps!

Kadôl Mörulidök, Animal CaretakerForge copper Animal Trap

I can already taste that cheese ...

---

More good news!

èrith Rîsenmishthem has begun a mysterious construction?

You have struck slade!

We've nearly reached our future **and** we got a most marvelous artifact to comediante the event.

èrith Rîsenmishthem, chief medical dwarf has created Semor Nanir, a banshee bone greaves!

Press Enter to close window

FPS: 100 (48)

or Nanir, "The Union of Rhymes", a banshee bone greaves

Weight: 17

Basic Value: 397560\*

FPS: 100 (43)

or Nanir, "The Union of Rhymes", a banshee bone greaves

This is a banshee bone greaves. All craftsdwarfship is of the highest quality. It is encrusted with cushion amethyst cabochons, decorated with pig tail fiber and encircled with bands of marquise cut smoky quartzes, round rhyolite cabochons and adamantine. This object is adorned with hanging rings of banshee bone and menaces with spikes of blue peafowl leather. On the item is an image of a alpaca in banshee bone. On the item is an image of Kib Murderwinds the Bridled Soot of Gulfs the dwarf and a short sword in phyllite. Kib Murderwinds the Bridled Soot of Gulfs is admiring the short sword.

By the gods, it is glorious ...

---

OOC: I hope this meets the Clobbermountains standard of RPing. Also. I think the floor/mine slade glitch works in this version. I'm sorely tempted to try and mining some out

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **NCommander** on **July 10, 2016, 09:04:15 pm**

So, Splint, I hate you right now. Not long after you said that. **THREE** Forgotten beasts showed up. All three are dead now but one got into the fortress before I killed it (it slipped through a hatchcover). One fatality, a few injuries, and His Gaudiness I think has seen hell (he went to recover wounded before I removed that labor from him, not sure if he made it below or not).

I'm building a platform off the stairwell with fortifications to get us an initial foothold.

The fortress guard is exploring hell right now. There are regions of +20Z mountains. I really need to know if there is a good visualizer for this version? I may have to backport ArmokVision, worldgen gave us a seriously wacky hell.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **Splint** on **July 10, 2016, 09:07:40 pm**

First that springs to mind is Stonesense. Unsure of others.

EDIT: GLad I seem to have the power to bring misfortune by simple thought alone. :D

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **NCommander** on **July 10, 2016, 09:08:33 pm**

Quote from: Splint on July 10, 2016, 09:07:40 pm

First that springs to mind is Stonesense. Unsure of others.

I'll try it, though it never works well in hell. I have 90% of it explored, right until TheFlame52 ran into a Greater Spawn that was unrevealed in the edge and died heroically.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **TheBiggerFish** on **July 10, 2016, 09:10:56 pm**

By the way, the formatting you want for sub- and superscript are just sub and sup respectively.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 10, 2016, 09:17:16 pm**

Quote from: TheBiggerFish on July 10, 2016, 09:10:56 pm  
By the way, the formatting you want for sub- and superscript are just sub and sup respectively.

Fixed, thanks. I'm still annoyed I lost dwarfs in hell. At least now with Hell mostly explored, the bunker will get warning before anything nasty comes along.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Aldraglienon** on **July 10, 2016, 09:39:50 pm**

NCommander be careful in hell, on my first turn, I remember looking through the list of hostiles and seeing some Greater Spawn without names when I took a look at where they were... Well they were in hell, so you probably won't be getting very many because of the GS on the surface, but you most likely will get some.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 10, 2016, 09:46:14 pm**

Quote from: Aldraglienon on July 10, 2016, 09:39:50 pm  
NCommander be careful in hell, on my first turn, I remember looking through the list of hostiles and seeing some Greater Spawn without names when I took a look at where they were... Well they were in hell, so you probably won't be getting very many because of the GS on the surface, but you most likely will get some.

I did :(. I'm making a mini-bunker vs. my original plans though I might give up trying to build down there. I'm working on reclaiming parts of Old Clobbermountains. It takes a **lot** of bolts to kill a spawn though at least our military is leveling up quickly. I'll post an update when this spawn finally dies.

EDIT: We had an armorsmith go moody. I'm going to post the update then unpause.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 10, 2016, 10:43:32 pm**

**Clobbermountains - Overseer's Log**  
**NCommander - Militia Commander Reporting**  
---

**Mûthkat Esmulcerol, Stonecrafter has given birth to a girl.**

While we deal with a migrant drought due to the siege on the ceiling, it is good to know that our married couples are hard at work on increasing our population. Down below, we've hit a snag.



Seems forgotten beasts are wandering hell. Fortunately, this one can't fly, and the hunter who was on the stonework decided to say "Fuck This" and engaged at range.

**The flying <<steel bolt>> strikes The Forgotten Beast in the head, tearing the muscle and tearing the brain!  
A ligament has been torn and a tendon has been torn!**



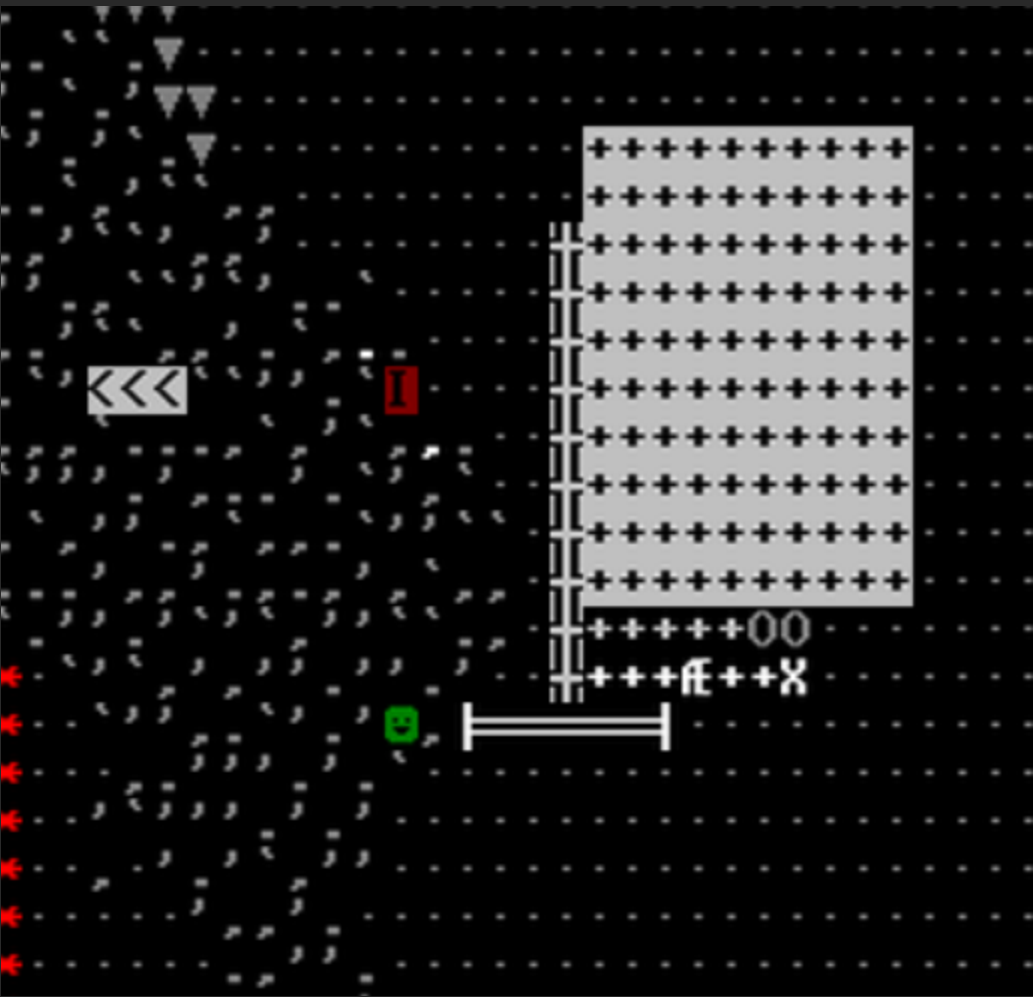
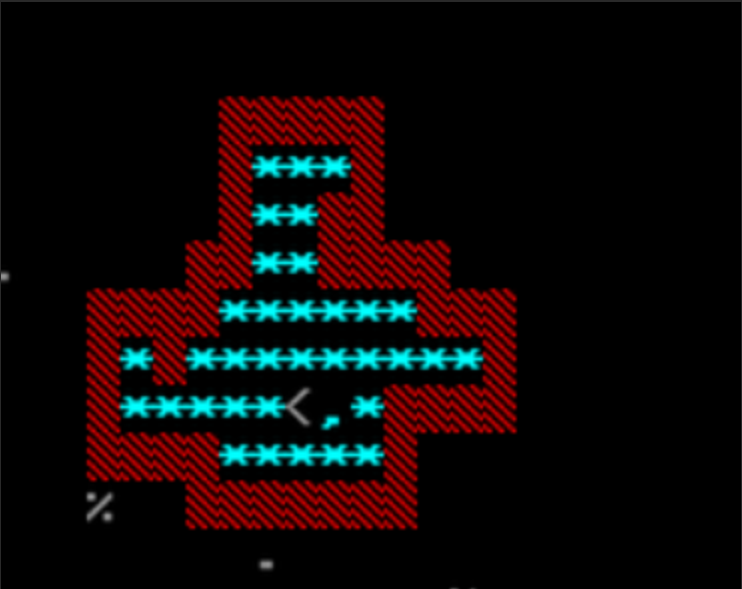
Damn, that's a hardcore dwarf. Keep being dwarfy my hunting friend!

With the welcoming committee dealt with, a bridge is build to allow us to explore the hills of Hell.





While our supplies of raw adamanite continue to grow level by level



Unfortunately, it turns out there are more forgotten beasts in hell. Why are there forgotten beasts in hell. Forgotten beasts belong in caverns, not in hell, oh look he's painting the walls of Hell.

The spinning forgotten beast frozen extract strikes The First Hell Dwarf in the right upper leg, bruising the muscle through the <wolverine leather trousers>!

The spinning forgotten beast frozen extract strikes The First Hell Dwarf in the lower body, bruising the muscle and bruising the guts through the <wolverine leather trousers>!

The First Hell Dwarf blocks The spinning forgotten beast frozen extract!

The First Hell Dwarf blocks The spinning forgotten beast frozen extract!

**Rough-hewn Slade Wall**

A spattering of Sarvesh Callmetals's dwarf blood

22

Sarvesh Idoskel, First Hell Dwarf has been missing for a week.

Of course, I meant for him to paint the walls of hell with the Forgotten Beasts blood and not his own. **sigh.**

Fortunately, I had the foresight to install a hatch cover.

**Forbidden.** Pet-passable

Course, if our Hell expansion efforts are to continue, we're going to need more than that. So, let's get clever. Let's build some fortifications and ...



Fuck. One of the two FBs slipped by before I could pound the forbidden button. Fortunately, instead of going up, he looped around and is now engaging with the Guard. I'll have new coffins prepared immediately.

**The flying {-copper bolt-} strikes The Forgotten Beast in the left first leg, tearing the muscle!**  
**A ligament has been torn and a tendon has been torn!**  
**The Forgotten Beast breathes a glob of forgotten beast extract!**  
**The spinning forgotten beast frozen extract strikes The captain of the guard in the upper body, bruising the muscle and bruising the liver through the x(chicken leather coat)x!**

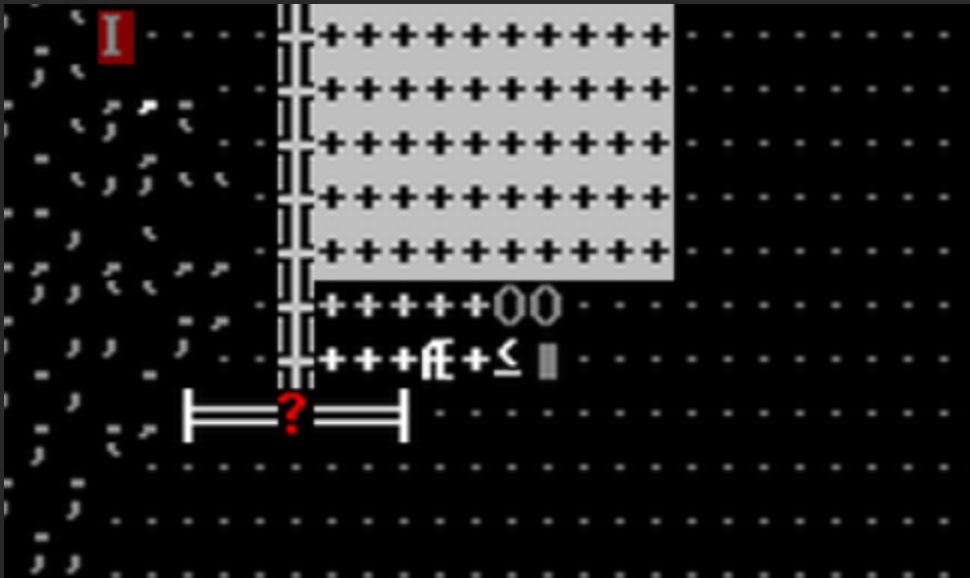
Oh wait a minute. What do you know, they're actually putting up a reasonable fight.

**A towering one-eyed crab. It has a knobby trunk and it undulates rhythmically. Its gray exoskeleton is wrinkled. Beware its deadly spittle!**  
**Its left third leg is broken. Its left third leg is smashed open. Its left second leg is broken. Its left second leg is smashed open. Its left fourth leg is fractured. Its left fourth leg is smashed open. Its right first leg is fractured. Its right first leg is smashed open. Its left third foot is fractured. Its left third foot is smashed open. Its body is fractured. Its body is smashed open. Its right second leg is fractured. Its right second leg is smashed open. Its right fourth leg is fractured. Its right fourth leg is smashed open. Its left first leg is fractured. Its left first leg is smashed open. Its right pincer is fractured. Its right pincer is smashed open. Its right third leg is fractured. Its right third leg is smashed open. Its left fourth foot is fractured. Its left fourth foot is smashed open.**

Our resident lunatic cultist comes racing down in the chaos, and our broker races into hell in fear. (wrong way dude!)

**A towering one-eyed crab. It has a knobby trunk and it undulates rhythmically. Its gray exoskeleton is wrinkled. Beware its deadly spittle!**  
**Its left third leg is broken. Its left third leg is smashed open. Its left second leg is broken. Its left second leg is smashed open. Its left fourth leg is fractured. Its left fourth leg is smashed open. Its right first leg is fractured. Its right first leg is smashed open. Its left third foot is fractured. Its left third foot is smashed open. Its body is fractured. Its body is smashed open. Its right second leg is fractured. Its right second leg is smashed open. Its right fourth leg is fractured. Its right fourth leg is smashed open. Its left first leg is fractured. Its left first leg is smashed open. Its right pincer is fractured. Its right pincer is smashed open. Its right third leg is fractured. Its right third leg is smashed open. Its left fourth foot is fractured. Its left fourth foot is smashed open.**

The Lunatic Cultist kicks The Forgotten Beast in the left fourth leg with his left foot, tearing the fat and bruising the muscle!  
The Lunatic Cultist bashes The Forgotten Beast in the right second leg with his -steel mace-, tearing the fat and bruising the muscle!  
**The Lunatic Cultist blocks The spinning forgotten beast frozen extract!**  
The Lunatic Cultist punches The Forgotten Beast in the right first foot with his left hand, tearing the fat and bruising the muscle!  
The Lunatic Cultist bashes The Forgotten Beast in the body with his -steel mace-, tearing the fat and bruising the muscle and bruising the guts!  
The Lunatic Cultist bashes The Forgotten Beast in the left first foot with his -steel mace-, tearing the fat and bruising the muscle!  
The Lunatic Cultist bashes The Forgotten Beast in the right pincer with his -steel mace-, tearing the fat and bruising the muscle!  
The Lunatic Cultist bashes The Forgotten Beast in the left pincer with his -steel mace-, tearing the fat and bruising the muscle!  
The Lunatic Cultist bashes The Forgotten Beast in the left third leg with his -steel mace-, tearing the fat and bruising the muscle!  
**The spinning forgotten beast frozen extract misses The Lunatic Cultist!**  
The Lunatic Cultist bashes The Forgotten Beast in the right first leg with his -steel mace-, tearing the fat and bruising the muscle!



Amazingly, the military put down both beasts, and the dwarfs trapped in hell are recovered successfully! No fatalities!

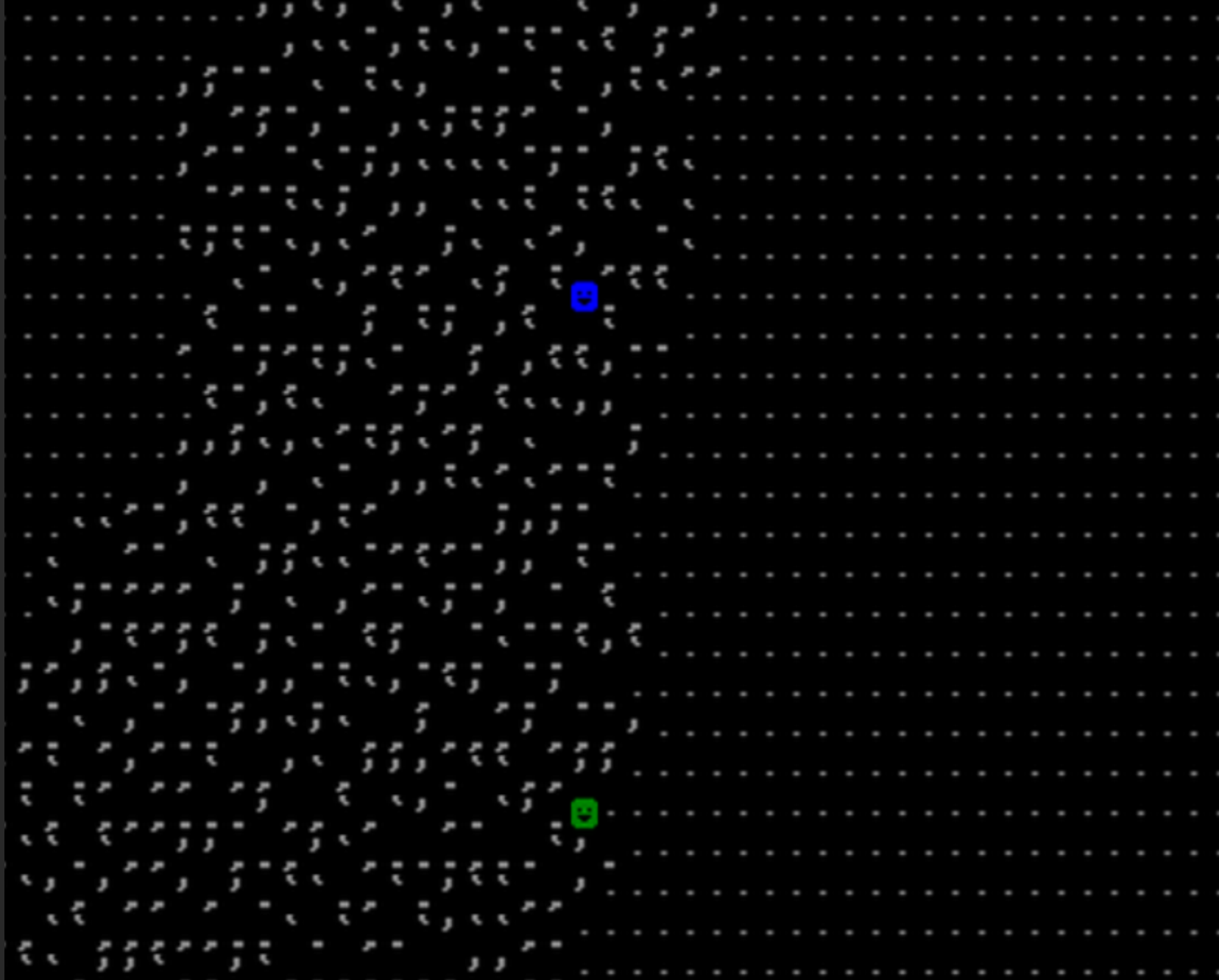
**Ustuth Katlikot. Carpenter** **Recover Wounded**



^~ image of dwarf recovery operations.

Given that Hell seems quiet for the moment, I send TheFlame52 and a trusty squire to go explore.







Their immediate reports is that its mostly empty. Well, right up until we saw a Greater Spawn fly down to the area they were exploring ...

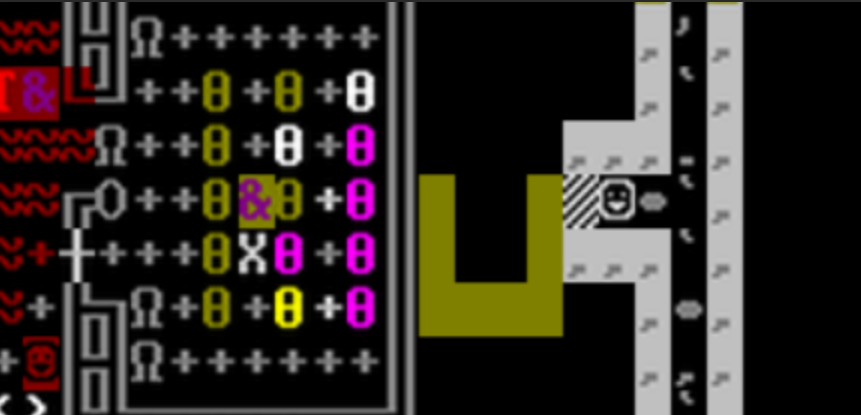
```
Greater Spawn's right lower arm, shattering the right wrist's bone!
A ligament in the right wrist has been torn and a tendon has been torn!
The captain of the guard loses hold of the <steel crossbow>.
The captain of the guard is no longer stunned.
The Greater Spawn releases the joint lock of The Greater Spawn's right
lower arm on The captain of the guard's right hand.
The Greater Spawn emits a horrifying screech!
The Greater Spawn releases the grip of The Greater Spawn's right lower
arm on The captain of the guard's right hand.
The Greater Spawn bites The captain of the guard in the lower body,
bruising the muscle and bruising the spleen through the x(chicken leather
coat)x!
→The Greater Spawn latches on firmly!
```

Ah well. You were a good dwarf, Mr. TheFlame52, We'll have slabs made for you.

```
'TheFlame52' Uumondodók, Axedwarf has been missing for a week.
Kadôl Arsazir, Ranger has been missing for a week.
→Summer has arrived on the calendar.
```

---

TheFlame52's recent death and our success with those forgotten nasties has inspired me to try a new tactic in reclaiming upper Clobbermountains.



I have miners dig out a corridor to some of the spawn camping upstairs, and fortifications dug in so our new recruits can practice with their weapons on a live target.

```
Olin Ensebushat has grown to become a Literal Survivor.
```

Meanwhile, some of one of our survivors grew up. I immediately pointed him towards the magma forges and told him to go make some armor. Maybe we'll get lucky and he'll mood.

---

```
The Greater Spawn rolls away from The flying {-iron bolt-}!
The Greater Spawn emits a horrifying screech!
```

Well, we've engaged the spawn through the hole in the wall.

## Nîlesiklist Bimmonobur, Greater Spawn "Strapwhispers the Plain Hero"

{-iron bolt-}, Stuck in Left lower leg  
{-iron bolt-}, Stuck in Left upper arm  
{-iron bolt-}, Stuck in Upper body  
{-iron bolt-}, Stuck in Left wing  
{-iron bolt-}, Stuck in Right hand  
{-iron bolt-}, Stuck in First claw, right hand  
{-iron bolt-}, Stuck in Left lower leg  
{-iron bolt-}, Stuck in Right wing  
{-iron bolt-}, Stuck in Right upper leg  
{-iron bolt-}, Stuck in Right hand  
{-iron bolt-}, Stuck in Right wing  
{-iron bolt-}, Stuck in Right upper leg  
{-iron bolt-}, Stuck in Left upper arm  
{-iron bolt-}, Stuck in Right lower leg  
{-iron bolt-}, Stuck in Lower body

We've offloaded close to 100 bolts in him.

FPS: 88 <43>

Nîlesiklist Bimmonobur

The most feared of the Detective's children, sealed with Her in the netherworld untold eons ago and mutated beyond recognition by Her corruption. They fly on leathery wings, hunting down Her enemies with single-minded fury.

His right hand is broken. His right hand is cut open. His first claw, right hand is broken. His first claw, right hand is cut open. His second toe, right foot is broken. His second toe, right foot is smashed open. His right lower leg is broken. His right lower leg is cut open. His left lower leg is broken. His left lower leg is cut open. His right upper leg is broken. His right upper leg is cut open. His left wing is broken. His left wing is cut open. His right wing is broken. His right wing is cut open. His left upper arm is broken. His left upper arm is cut open. His right upper arm is broken. His right upper arm is cut open. His third claw, left hand is fractured. His third claw, left hand is smashed open. His left upper leg is cut open. His lower body is cut open. His upper body is cut open. His head is cut open. His left shoulder is broken. His right ear is broken. His right shoulder is fractured.

He won't die. At least we'll get elite marksdwarfs if this keeps up.

---

## Shorast Astögred has grown to become a Peasant.

Our future weaponsmith grows up!

---

In other news, I'm not pleased to report that our attempt to trap maggots has gone well. Despite having laid animal traps, and having had a ranger run around with a trap, we've yet to successfully catch any vermin of any type. Without that dwarven cheese, I worry our forces lack inspiration to fight those monstrosities we call the spawn ...

Meanwhile, I saw Olin get that glint in his eye that can only mean one thing ...

Olin Ensebushat, Armorsmith in Training cancels Forge copper high boot: Taken by mood.

Olin Ensebushat, Armorsmith in Training withdraws from society...

Jackpot!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 10, 2016, 11:09:17 pm**

..... Mr. Frog ..... I'm really not happy now ...

## Olon Loloketar, The Fool has transformed into a holistic spawn!

Having Greater Spawn screeches being able to transform dwarfs is down right evil.

[Spoiler](#) (click to show/hide)  
[INTERACTION:GREATER\_SPAWN\_SCREECH]

[I\_TARGET:A:CREATURE]  
[IT\_LOCATION:CONTEXT\_CREATURE]  
[IT\_REQUIRES:CAN\_LEARN]  
[IT\_REQUIRES:HAS\_BLOOD]  
[IT\_FORBIDDEN:NOT\_LIVING]  
[IT\_FORBIDDEN:SUPERNATURAL]  
[IT\_CANNOT\_HAVE\_SYNDROME\_CLASS:WERECURSE]  
[IT\_CANNOT\_HAVE\_SYNDROME\_CLASS:VAMPCURSE]  
[IT\_CANNOT\_HAVE\_SYNDROME\_CLASS:DISTURBANCE\_CURSE]  
[IT\_MANUAL\_INPUT:dwarven target]



[I\_EFFECT:ADD\_SYNDROME]  
[IE\_TARGET:A]  
[IE\_IMMEDIATE]  
[SYNDROME]  
[SYN\_CLASS:WERECURSE]  
[SYN\_AFFECTED\_CREATURE:DWARF:MALE]  
[CE\_BODY\_TRANSFORMATION:PROB:1:START:0]  
[CE:CREATURE:HOLISTIC\_SPAWN\_CRAZED:MALE]  
  
[I\_EFFECT:ADD\_SYNDROME]  
[IE\_TARGET:A]  
[IE\_IMMEDIATE]  
[SYNDROME]  
[SYN\_CLASS:WERECURSE]  
[SYN\_AFFECTED\_CREATURE:DWARF:FEMALE]  
[CE\_BODY\_TRANSFORMATION:PROB:1:START:0]  
[CE:CREATURE:HOLISTIC\_SPAWN\_CRAZED:FEMALE]

I suspect I'm about to loose the fortress now.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 10, 2016, 11:15:07 pm**

GYAHAHAHA

It's funny because the exact strategy you suggested was floated a few times and I actually did mention this then. But I was so distracted with my Braveworks turn that I never got around to warning you. Which I suppose is a fitting way for this place to die.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 10, 2016, 11:24:01 pm**

Quote from: Mr Frog on July 10, 2016, 11:15:07 pm  
GYAHAHAHA  
It's funny because the exact strategy you suggested was floated a few times and I actually did mention this then. But I was so distracted with my Braveworks turn that I never got around to warning you. Which I suppose is a fitting way for this place to die.

Well fuck. I'm not going down without a fight. As it turns out, I think you partially goofed up; because its a werebeast curse, even if the entire fort become spawn who won't change back, it will not crumble to its end (he's listed as berserk, not an enemy). Let the good times roll.

The fool ripped the weaponsmith in training apart. He's working on dismembering His Guadiness ...

EDIT:  
**Erib Åkumamost, His Gaudiness's mandates have ended.**

RIP.

EDIT 2: Clobbermountains **STANDS**. I lost 8 beards including the king.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 10, 2016, 11:47:26 pm**

Quote from: NCommander on July 10, 2016, 11:24:01 pm  
Quote from: Mr Frog on July 10, 2016, 11:15:07 pm  
GYAHAHAHA  
It's funny because the exact strategy you suggested was floated a few times and I actually did mention this then. But I was so distracted with my Braveworks turn that I never got around to warning you. Which I suppose is a fitting way for this place to die.  
  
Well fuck. I'm not going down without a fight. As it turns out, I think you partially goofed up; because its a werebeast curse, even if the entire fort become spawn who won't change back, it will not crumble to its end (he's listed as berserk, not an enemy). Let the good times roll.  
  
The fool ripped the weaponsmith in training apart. He's working on dismembering His Guadiness ...  
EDIT:  
**Erib Åkumamost, His Gaudiness's mandates have ended.**  
  
RIP.  
EDIT 2: Clobbermountains **STANDS**. I lost 8 beards including the king.

NOOOOOOOOOOOO

OH MY GOD I AM LITERALLY IN SHOCK

E: Guess I'm gonna need to get out those last couple journals I had in the works for him quickly, huh? :p

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 10, 2016, 11:53:13 pm**

Quote from: Mr Frog on July 10, 2016, 11:47:26 pm  
NOOOOOOOOOOOO  
OH MY GOD I AM LITERALLY IN SHOCK

See? That's what happens when your modding is a bit too brutal ;). Of course, you put him in a fortress with a player whose powered by masterwork anti-horseshoe. It's more shocking I didn't loose the entire fortress.

Incidentally, he would have died of old age in two years.

Course, I **do** have a backup right before this silliness happened. And if this was a newer DF, I could kill the spawn with siege weaponry since they finally shoot straight. Sadly, I don't know the offsets to fix it in this one.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 10, 2016, 11:56:46 pm**

Quote from: NCommander on July 10, 2016, 11:53:13 pm

Course, I **do** have a backup right before this silliness happened. And if this was a newer DF, I could kill the spawn with siege weaponry since they finally shoot straight. Sadly, I don't know the offsets to fix it in this one.

No lol, his death was 100% fair. Wouldn't have it any other way.

Even still, ooooOOOOOOAAAAAAAAAAAAAAAAAAAAAAAAAAAA I am genuinely fucking mourning an imaginary person formed by a collection of switches on a computer. I am officially in too deep, bro.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **July 11, 2016, 12:00:01 am**

Swordbro is seeping into your speech patterns.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 11, 2016, 12:29:59 am**

I'm resuming play, but deferring the writeup until tomorrow so Mr. Frog has time to write His Gaudiness's last journal entries. I've abandoned hell for now and the entire fortress is dedicated **TO KILLING THOSE SPAWN**. Bring on the siege engines. They can only scream over 30 tiles. Capaults can shoot for over 100 tiles.

EDIT: DFHack has a plugin that fixes siege engines in this version. BRING IT.

EDIT 2: 9 migrants arrived. 9 migrants died to kobolds of all things because no one would pull the lever to let them through the airlock.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Crashmaster** on **July 11, 2016, 02:08:49 am**

He was truly the best king.

#MadeClobbermountainsgreatagain

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Aldraglienon** on **July 11, 2016, 02:20:09 am**

Wait the fool nearly killed the fort, He was my voice in my last turn. He went to so much trouble to recover the bits of the upper fortress and he nearly killed it both on my turn and now. Olon really got stuff done, I will miss him. :P

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 11, 2016, 02:44:43 am**

I've got ballista and capaults loaded, but having issues getting operators trained. Honestly, I'm not sure I'm happy with the way my turn is coming out overall, and I worry I'm not up to this forts standards. I did get a pretty epic artifact mail plate though ...

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **July 11, 2016, 04:22:35 am**

Oh boy, poor king. Erib the one-armed tyrant, son of Urvad the Invicta! You led this fortress through it's times of glory and prosperity, through the times of struggle and misery, and you've never let your people down!... Too much.

Gotta bring in a story too.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 11, 2016, 11:39:42 am**

Quote from: Splint on July 11, 2016, 12:00:01 am

Swordbro is seeping into your speech patterns.

It's cute that y'all think I'm *roleplaying* as Swordbro.

Spoiler: Hint: (click to show/hide)

**I'M NOT, BRO.**

(scare chord)

Quote from: NCommander on July 11, 2016, 02:44:43 am

I've got ballista and capaults loaded, but having issues getting operators trained. Honestly, I'm not sure I'm happy with the way my turn is coming out overall, and I worry I'm not up to this forts standards. I did get a pretty epic artifact mail plate though ...

E: HOLY SHIT FORMATTING FUCK-UP

Anyways

These are the quickest updates we've gotten in a long, long time. You're doing good, I'd think.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 11, 2016, 04:05:29 pm**

Spoiler: His Gaudiness's Journal -- THE RETURN (click to show/hide)

*The Royal Annals of  
His Gaudiness Erib Catchtowns,  
Dauntless King of the Torrid Lash*

Every day, the divine blessings of Dwarfhalla suffuse me anew. My slumber is filled with visions the clarity of which would shame even the foul witch-women of the marshes. The Archivist herself, for all her fell sorceries, would envy the holy power that courses through me with ever-greater fervour. With the favour of the gods themselves at my behest, I am invincible. These parasites and plunderers shall curse the day they trifled with the very avatar of the stone's fury, the wrath of the gods made flesh! Hell itself shall tremble at my might!

However, that is the least of the blessings I have been granted. In my dreams, I hear a voice -- clear, and true. It is a voice I have not heard in many long years. Queen Urvad the Invictus, she whose glory surpassed even the gods' own, has chosen me. She speaks to me from beyond the the veil of death itself, giving counsel, sharing wisdom. Even I could not have imagined myself worthy of her oracles, though in retrospect it was inevitable. The truths she reveals to me shall lead the Lash down the path of glory immeasurable! All those who oppose us shall be unmade, and as their guts roast upon their pyres, even they shall accept our gods, our proud way of life, and our sovereign right to the world's riches! They seek to oppose us, but by the name of the Great Queen, they shall fail! THEY SHALL FAIL!

These blessings could not have come at a better time. Strange -- *wyrd*, even -- happenings are afoot. For quite a long time, I had been under the impression that The Master had taken the reins of this fortress, and had buried us under a rain of hellfire and terrors from the deep. Yet, just as the carnage had hit a crescendo, it was, in some inexplicable way, *undone* -- I awoke safe in my magnificent Spawn-bone bed on the eve of the new year, as though the disaster that was to follow had not even happened. Further, my retainers informed me that a soldier named NCommander was to take control of the fort. I questioned them regarding the reason for The Master's abrupt deposition, and was informed -- with a degree of confusion visible on their faces -- that he had never been a candidate to begin with. Most curious. Perhaps it was all simply a warning from Beyond -- but to what end? I shall consult the heavens for answers.

E: Got one more after this, after which we will return to our regularly-scheduled programming.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 11, 2016, 06:01:37 pm**

I'm deferring more playing until the King's updates go up. I rather not write up an entire year in a single go. I've played through to Autumn, and am on track to finish my turn tomorrow.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **July 11, 2016, 06:04:01 pm**

Dang son, decent writing and timeliness? You're obviously trying to be an overachiever.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 11, 2016, 06:06:10 pm**

Quote from: Splint on July 11, 2016, 06:04:01 pm  
Dang son, decent writing and timeliness? You're obviously trying to be an overachiever.

What can I say? I eat old forts for breakfast, and make !!shit!! and !!carnage!!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **July 11, 2016, 10:42:00 pm**

At this point achieving things is an overachievement.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 11, 2016, 11:14:12 pm**

Spoiler: GAUDINESS TIME -- WE OEDIPUS NOW (click to show/hide)  
I have been granted a gift beyond any I dared dream.

I had always known I was destined for greatness, but this... this reaches above and beyond even my own noble ambitions, beyond any spoils I have ever toiled to obtain.

Last night, in my divinely-blessed slumber, I saw her for the first time -- Queen Urvad the Invicta, in the flesh, her radiance beyond even that which she had possessed in life. My mother stood before me for the first time in years, restored to the prime of her youth and clad in the most exquisite adamantine breastplate, the holy light of the divine planes glinting off of its surface in a dazzling spectrum of blues and teals. In her hand was a curious leather backpack -- worn, yet radiating a divine aura, one of justice and righteous fury. Clad in this beatific raiment, the symbol of her glory surpassing even that of Dwarfhalla, she promised me great blessings -- not only wealth and power, but even greater benedictions -- divine gifts the likes of which a commoner could not hope to even conceive of, gifts beyond the reach of even the foulest of necromancers and their black, false gods. She promised me holy magicks that could pierce the very heart of the Inferno, and true life that transcends death itself -- the final reality that claimed my wretched siblings, for all the favour they held with her in in life, cut short at last for me, who in the end had at long last proven himself above their mortal foibles, who earned the Queen's final benediction from beyond the grave.

All this -- and more -- she promised to me, if only I took her hand. If only I accepted Urvad's light into my heart and soul, that she may suffuse me with her godly power. She held out her hand to me, adamantine armor shining, the world itself within my grasp, if only I dare to reach out and take it.

Naturally, I accepted.

Then, for the first time in my life, my mother Urvad, the greatest dwarf to ever live, embraced me, with sincere affection. I felt a great, terrible power flow into me, my very soul thrumming with its warmth. Then, my mother released me, and patted my head, smiling gently... and I awoke. Even now, I still feel her power within me, her visions and auguries following me into the daylight, murmuring at the very edges of my consciousness, granting me divine wisdom.

A new age has dawned. The enemies of the King shall taste Justice.

(( Probably seems a bit cheesy that I'm setting up a 'LOL HE ISN'T DEAD' right after it was revealed that His Gaudiness had been killed, but I actually had this written up since before The Master even started his turn IIRC ))

E: Also, NCommander is cleared to continue posting writeups. His Gaudiness's tale has come to a close.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 11, 2016, 11:59:21 pm**

**Clobbermountains - Overseer's Log**  
**NCommander - Militia Commander Reporting**  
---

Er, there are times in one's life where "Oops" doesn't quite cover it.

Erib Åkumamost, His Gaudiness's mandates have ended.



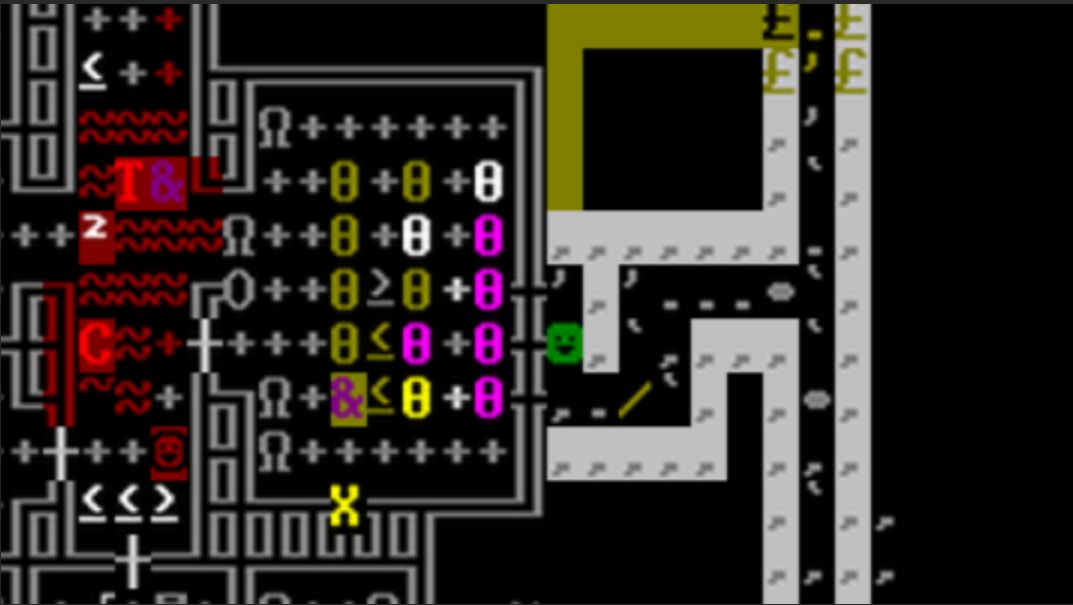
Erib Akumamost, His Gaudiness has been found dead.  
The Dog attacks The The Fool but She scrambles away!  
The Dog attacks The The Fool but She scrambles away!  
The The Fool claws The Dog in the lower body with her first claw, left hand, tearing the muscle and shattering the lower spine's bone and bruising the nervous tissue!  
An artery has been opened by the attack!  
The Dog bites The The Fool in the fifth toe, right foot, shattering the nail!  
The Dog latches on firmly!  
The The Fool claws The Dog in the right rear paw with her first claw, left hand and the severed part sails off in an arc!  
The The Fool breaks the grip of The Dog's teeth on The The Fool's fifth toe, right foot.  
The The Fool claws The Dog in the upper body with her first claw, right hand, tearing the muscle, shattering the right false ribs and bruising the liver!  
The Dog misses The The Fool!  
The The Fool claws The Dog in the lower body with her first claw, right hand, tearing the muscle and bruising the guts!  
The The Fool claws The Dog in the head with her first claw, left hand, tearing the muscle, shattering the skull and bruising the brain!  
Kadôl Mörulidok, Animal Caretaker has been found dead.  
Moldath Thukkansodel, Dog (Tame) has been found dead.  
The Temp attacks The The Fool but She rolls away!  
The Temp strikes The The Fool in the right lower arm with his \*copper shield\*, but the attack glances away!

None the less. Oops.

I should explain. While I thought I was being **oh so clever** in liberating old Clobbermountains, it turns out we were being played for bloody chumps!. Turns out Greater Spawn don't just screech for the hell of it. Hell ... hehe, I crack myself up. No, it turns out if you listen long enough, they get in your head and well ...

Olon Loloketar, The Fool has transformed into a holistic spawn!

Oops. I suppose his title is fitting though. Most of what I'm about to recount comes second hand as I was taking a nap in my glorious new office while this played out.



As best I can figure, The Fool listened to the Greater Spawn for just a **tad** too long and turned. Now a spawn himself, he went stalking for prey. The first thing he managed to catch was our weaponsmith to be.



The witnesses screamed for help, and the military came charging up.

|                                    |                               |
|------------------------------------|-------------------------------|
| 'Mate_the_888th' Tulondostob, Temp | Kill Olon Loloketar, The Fool |
| Sazir Arakkikrost, Marksdwarf      | Kill Olon Loloketar, The Fool |
| Cog Cognekol, Axedwarf             | Kill Olon Loloketar, The Fool |

His royal highness however decided he would be a hero. Or maybe he just chose a bad place to be relaxing



Amazingly, he put up a decent fight, crippling The Fool!

The His Gaudiness punches The The Fool in the right lower arm with his right hand, but the attack glances away!  
The The Fool charges at The His Gaudiness!  
The The Fool claws The His Gaudiness in the lower body with her first claw, right hand, bruising the muscle and bruising the left kidney through the x<phantom spider silk trousers>x!  
The The Fool collides with The His Gaudiness!  
The The Fool bounces backward!  
The His Gaudiness misses The The Fool!  
The The Fool charges at The His Gaudiness!  
The The Fool claws The His Gaudiness in the right lower arm with her first claw, left hand, bruising the fat through the <cave spider silk coat>!  
The The Fool collides with The His Gaudiness!  
They tangle together and fall over!  
The His Gaudiness is no longer stunned.  
The The Fool claws The His Gaudiness in the left foot with her first claw, right hand, tearing the muscle through the x<giant cave spider silk shoe>x!  
A motor nerve has been severed!  
The The Fool claws The His Gaudiness in the left upper arm with her first claw, left hand, bruising the muscle through the <cave spider silk coat>!  
The The Fool claws The His Gaudiness in the left upper arm with her first claw, right hand, bruising the bone through the <cave spider silk coat>!  
The The Fool claws The His Gaudiness in the right lower arm with her first claw, right hand, bruising the bone through the <cave spider silk coat>!  
The The Fool claws The His Gaudiness in the left ear with her first claw, left hand, tearing apart the cartilage through the <cave spider silk coat>!

Olon Loloketar, The Fool  
"Olon Graniteking"

upper body  
lower body  
right upper leg  
left upper leg  
right lower leg  
left lower leg  
right foot  
left foot  
right upper arm  
left upper arm  
right lower arm  
left lower arm  
right hand  
left hand  
head

Unfortunately, our king's luck finally ran out. And he was just two years away from permanent retirement too ...

Anyway, as best I can tell, The Fool decided he was hungry and ate a dog.

→the Animal Caretaker Kadôl Mörulidok is fighting!  
the Holistic Spawn The Fool Olon Loloketar is fighting!

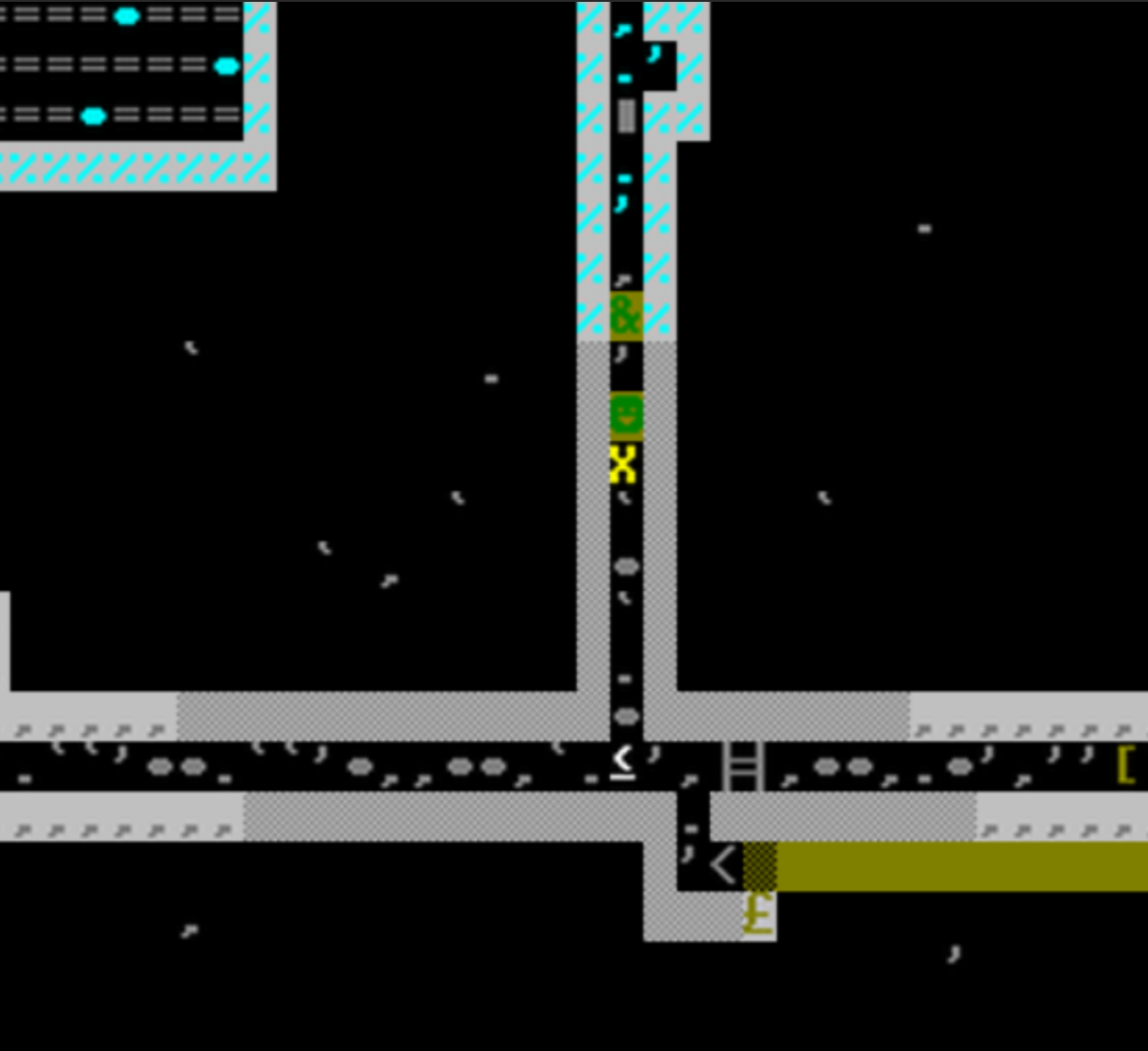
And its animal caretaker ...

→the Animal Caretaker Kadôl Mörulidok is fighting!  
the Holistic Spawn The Fool Olon Loloketar is fighting!



The flying {\*giant olm bone bolt\*} misses The The Fool!  
The The Fool jumps away from The flying {\*giant olm bone bolt\*}!  
The flying {\*giant olm bone bolt\*} strikes The The Fool in the right upper leg, tearing the muscle!  
The The Fool grabs The Animal Caretaker by the x<llama wool cap>x with her right lower arm!  
The The Fool bites The Animal Caretaker in the left hand, tearing the fa and bruising the muscle through the x<copybara leather left glove>x!  
The The Fool latches on firmly!  
The Animal Caretaker breaks the grip of The The Fool's teeth on The Animal Caretaker's left hand.

He then decided to work on the Fortress Guard as an entree, likely in an attempt to get the olm taste out of his leg.



Erib 8kumamost, His Gaudiness has been found dead.  
The Dog attacks The The Fool but She scrambles away!  
The Dog attacks The The Fool but She scrambles away!  
The The Fool claws The Dog in the lower body with her first claw, left hand, tearing the muscle and shattering the lower spine's bone and bruising the nervous tissue!  
An artery has been opened by the attack!  
The Dog bites The The Fool in the fifth toe, right foot, shattering the nail!  
The Dog latches on firmly!  
The The Fool claws The Dog in the right rear paw with her first claw, left hand and the severed part sails off in an arc!  
The The Fool breaks the grip of The Dog's teeth on The The Fool's fifth toe, right foot.  
The The Fool claws The Dog in the upper body with her first claw, right hand, tearing the muscle, shattering the right false ribs and bruising the liver!  
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The Temp attacks The The Fool but She rolls away!  
The Temp strikes The The Fool in the right lower arm with his \*copper shield\*, but the attack glances away!

He had just finished off a dish of Mate\_the\_888th when

'Mate\_the\_888th' Tulondostob, Temp has been struck down.

Our own lunatic cultist beamed his head in with a mace (which was no doubt produced due to the late king's mandates. Fitting!)

DoleusDolosus then declared she was a cook. I really hope she's not planned to serve freshly fried spawn ...

Olon Loloketar Ilirteskom Ber, The Fool has been struck down.  
'DoleusDolosus' óriden Idithílul Lorbam has become a Cook.

Needless to say, I think most of the fortress is in shock ...



**Clobbermountains - Overseer's Log**  
**NCommander - Militia Commander Reporting**  
---

Turns out fried spawn is actually quite tasty. Mmmmm. DoleusDolosus made a fine minced spawn with her mace, then went to the hospital to rest. Something about a ghost.

**Cerol Dodóknish, Sacrifice is throwing a tantrum, possessed by Bëmbul Orsharurist, Ghostly Macedwarf!**  
**Cerol Dodóknish, Sacrifice cancels Store Item in Barrel: Throwing tantrum.**  
**'DoleusDolosus' óriden Idithílul Lorbam, Lunatic Cultist cancels Recover Wounded: Resting injury.**

As I work on this spawn burger, I've ordered that we abandon hell. That lesson has been learned given our recent case of spawn-induced regicide.



What's left down there will remain as a tribute to hubris. I've decided that the best way to recover from this wholesale disaster is to get **REVENGE**. Now, the question is, HOW are we going to get revenge without becoming spawn ourselves. Well, through painstaking **SCIENCE**, I've learned that a greater spawns scream can only be heard up to 30 tiles away. Marksdwarfs can shoot up to 25. So, you may be wondering how we get past this fundamental problem.

**SIEGE MACHINES!**





I intend to introduce the Spawn to the finest cutting edge technology dwarven kind can muster.

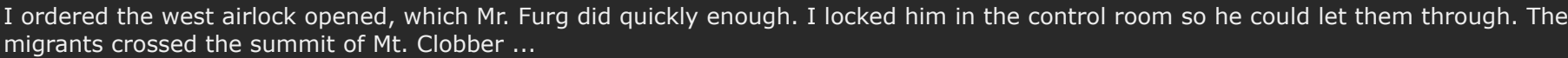
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Work on siege operations are going slowly. Morale is in the toilet.

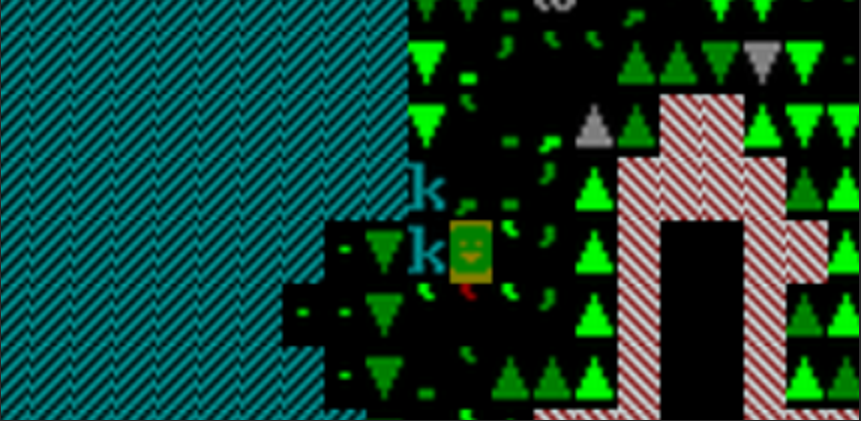
**Bëmbul Orsharurist, Ghostly Macedwarf has been put to rest.**

Especially after what happened to our migrants. Some brave fools decided to risk this place, knowing it may be there tomb.

**Some migrants have arrived.**







It won't have been a total loss if **SOMEONE** hadn't chosen the worst possible time to go on break.

**Mr. Furg Obokbâsen, Confused Tourist** **On Break**



Mr. Furg, let it be known those nine deaths are on **YOUR HANDS**

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 12, 2016, 12:29:25 am**

**Clobbermountains - Overseer's Log**  
**NCommander - Militia Commander Reporting**  
---

By the gods ....

**Basic Value: 1176000\***

It's glorious. Remember awhile ago Mr. Log that we had an armorsmith in training go secretive? Well, after nearly six months, he finally started constructing.

**Olin Ensebushat has begun a mysterious construction!**

And made this.

# Olin Ensebushat, Armorsmith in Training has created óramkol Tustzalgérig, a adamantine mail shirt!

This is a adamantine mail shirt. All crafts dwarfship is of the highest quality. It is studded with adamantine and encircled with bands of pig tail fiber, banshee bone and cushion cut brown zircons. This object is adorned with hanging rings of native gold. On the item is an image of a rope reed in galena. On the item is an image of Drinkcounsels the Malign Banks the adamantine mail shirt in morion. On the item is an image of Drinkcounsels the Malign Banks the adamantine mail shirt in brown zircon.

I think it would make lesser minds explode from the sheer bling factor. Though I would have chosen a better name than "Drinkcounsels the Maign Banks". Needless to say, our new legendary armorsmith was pointed towards the pile of wafers, and told to get cracking.

|             |            |             |   |
|-------------|------------|-------------|---|
| Magma Forge |            |             |   |
| Forge       | adamantine | breastplate | R |
| Forge       | adamantine | helm        | R |
| Forge       | adamantine | high boot   | R |
| Forge       | adamantine | greaves     | R |
| Forge       | adamantine | mail shirt  | R |
| Forge       | adamantine | greaves     | R |

Which lead to several masterwork sets of armor coming into existence. **NOTE TO FUTURE OVERSEERS: We'll need more candy mined and processed.**

Among the celebration of the new artifact, several things happened at once.

Their wagons have bypassed your inaccessible site.  
→The merchants need a trade depot to unload their goods.

Humans arrived. We now need a trade depot.

An ambush! Curse them!  
Olin Ensebushat has created a masterpiece!  
A cloud of seething mist has drifted nearby!  
→An ambush! Curse them!

Kobolds arrived. We no longer need a trade depot.

Mebzuth Isethasob has grown to become a Literal Survivor.

We have a new weaponsmith potential.

Poults have hatched.

Banshee fodder hatched and finally



Our first balista was installed. We're still working on getting an operator trained, and ammo produced, but I'm going to fire it at spawn one way or another.

Time to wipe the blood off of this thing's gearbox because the fortress is going into high gear, holy shit  
Major props to getting through that... infiltration

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Crashmaster** on **July 12, 2016, 01:51:59 am**

I want ol' Erib to return as a ghost.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 12, 2016, 01:58:56 am**

Quote from: Crashmaster on July 12, 2016, 01:51:59 am  
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He has a tomb, but I could deconstruct it. Funny enough, if he does rise as a ghost, his ghost can die of old age ...

EDIT: I did :)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 12, 2016, 04:07:32 am**

Here's a preview for the next update:



And in case that doesn't work, I've got a superweapon for the next overseer

**Nomar Pabozejem, Forgotten Beast** **Caged Guest**

EDIT: The forgotten beast was deployed. My turn is done, writeup tomorrow.

EDIT 2: Here's the save. NEXT! (sign me up for round two): <http://dff.d.bay12games.com/file.php?id=12255>

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 12, 2016, 10:48:35 am**

Quote from: NCommander on July 12, 2016, 01:58:56 am  
Quote from: Crashmaster on July 12, 2016, 01:51:59 am  
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EDIT: I did :)

Okay, this annoyed me. More because I was counting on him being in a tomb than anything else, but. What's the point if he's just gonna "die" again in two years?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 12, 2016, 11:08:54 am**

Quote from: Mr Frog on July 12, 2016, 10:48:35 am  
Quote from: NCommander on July 12, 2016, 01:58:56 am  
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Okay, this annoyed me. More because I was counting on him being in a tomb than anything else, but. What's the point if he's just gonna "die" again in two years?

"lol factor" was the official reason. - Apologizes; if it helps at all, I did deconstruct it fairly late into my turn, sometime in Autumn :(, I try not to overthink things when I play bloodline games. If I begin to overthink it, I stop having fun and turns bog down. I can strike it from the official update when I write it (after I sleep).

I actually think he got reburied somewhere else in the fort but I got distracted and haven't found his remains; I made a fairly decent effort to slab and bury as many bodies as possible; I don't think there was a single moment where "place item in tomb" wasn't active on some dwarf. I had to unforbid all the bones in the fort to prevent a mood from failing as well.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 12, 2016, 11:32:18 am**

Quote from: NCommander on July 12, 2016, 11:08:54 am  
Quote from: Mr Frog on July 12, 2016, 10:48:35 am  
Quote from: NCommander on July 12, 2016, 01:58:56 am  
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~~SO YOU DO SLEEP~~

Meh, fair enough. Sorry I got grumpy. That was a bit ridiculous of me.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 12, 2016, 11:34:38 am**

Quote from: Mr Frog on July 12, 2016, 11:32:18 am  
~~SO YOU DO SLEEP~~  
Meh, fair enough. Sorry I got grumpy. That was a bit ridiculous of me.

No biggy.

I have a sleep disorder, but I do tend to sleep now and then. When I can't sleep, I play Dwarf Fortress. As it stands, I could probably write the update right now and have it make sense, but to be frank, I turned this fort so fast, no one has had a chance to RP short of me taking a stop for them (in which I tend played Scorchedgravel ... yeash, I need a life).

I might have had the fastest turn on this fort yet >.>;

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 12, 2016, 11:41:56 am**

Quote from: NCommander on July 12, 2016, 11:34:38 am  
Quote from: Mr Frog on July 12, 2016, 11:32:18 am  
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This fort hasn't been very RP-heavy, disappointingly enough -- I get the nasty feeling that it's because people are worried I'll snap at them over something arbitrary (I've already done that a couple times, lol). I just appreciate the fast turnout -- keeps things moving quickly.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 12, 2016, 11:51:16 am**

Quote from: Mr Frog on July 12, 2016, 11:41:56 am  
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I could dedicate an turn to making holistic spawn mugs, or attempt a lighting raid of hell to made slade mugs. That might get the RP juices going :). I know I tend to come in rather hard and fast with fortresses and sometimes break things, like a prime minister or two ...

Which reminds me, on a modding note: banshees scream when they're in hiding without revealing themselves and they can hit forgotten beasts. It gives away they're on the map. I don't know if you can fix it but I figure I'd point it out. It might just be worth changing them to siegers with very low triggers for a sequel since they can't effectively ambush :/

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 12, 2016, 11:54:52 am**

Quote from: NCommander on July 12, 2016, 11:51:16 am  
Quote from: Mr Frog on July 12, 2016, 11:41:56 am  
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Banshees, sadly, will not be in the sequel, as 42xx made LOS a hard requirement for interaction targeting and it'd be safe to assume that 43.05 is the same. Breaks my heart, since they were one of my favorite things about this fort, but there's nothing for it.

I don't think there's any way to restrict thieves from using the scream. Interaction AI is extremely rudimentary.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 12, 2016, 11:58:55 am**

Quote from: Mr Frog on July 12, 2016, 11:54:52 am  
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I don't think there's any way to restrict thieves from using the scream. Interaction AI is extremely rudimentary.

If you're not against mandating the use of a custom build of DFHack (ala Masterwork), I think I can make it happen. I believe all the structures are known to get something to use a power from a lua trigger, requirements be damned :). I'd have to disassemble a few necromancers to be sure though. Course, DF 42/43 make things eviler, like spawn would be able to breed in battle and immediately come in as adults. And possibly come in armor.

Though I think there's a fine line being hard and sheer insanity. Though I suppose it might be fun to slip the spawn into drunk fortress next time they gen a world and wait.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 12, 2016, 08:27:10 pm**

Quote from: NCommander on July 12, 2016, 11:58:55 am

Quote from: Mr Frog on July 12, 2016, 11:54:52 am

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If you're not against mandating the use of a custom build of DFHack (ala Masterwork), I think I can make it happen. I believe all the structures are known to get something to use a power from a lua trigger, requirements be damned :).

Normally I'd be all "HELL FUCKING NO, regular DF modding is complicated enough without throwing third-party utilities that I don't even understand into the mix", BUT I really love the impact banshees had on this fort (NONE of Taupe's turn would have happened if turtling was an option) and I'd be thrilled if I could bring them back for another go.

Also I promise I'll get caught up with all of the bookkeeping and stuff eventually; Braveworks is really tapping me out and I just can't really muster enough spare energy to get anything done here. orz

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **July 12, 2016, 08:42:22 pm**

My god. It happened.

It actually happened.

Never did I ever think, in any fort I have ever participated in, I would see the hallowed "gate operator went on break" scenario.

I laughed far, far hard than I should have.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Aldraglienon** on **July 13, 2016, 01:39:11 am**

More like Gate operator went berserk/stark raving mad/tantruming and decided fuck everyone and their cat.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 13, 2016, 02:42:50 am**

Quote from: Aldraglienon on July 13, 2016, 01:39:11 am

More like Gate operator went berserk/stark raving mad/tantruming and decided fuck everyone and their cat.

Hindsight being 20-20, I should have deconstructed the fortress self-destruct levers when I had a chance.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 13, 2016, 03:53:44 am**

**Clobbermountains - Overseer's Log**  
**NCommander - Militia Commander Reporting**  
---



The first training catapult has been installed in hopes of allowing us to finally slaw those greater spawn. Even now, ballista are being built in strategic locations around the fort. Rigoth Dumatvuthil has been selected to become our first siege operator, hoping laying us to victory over the greater spawn.

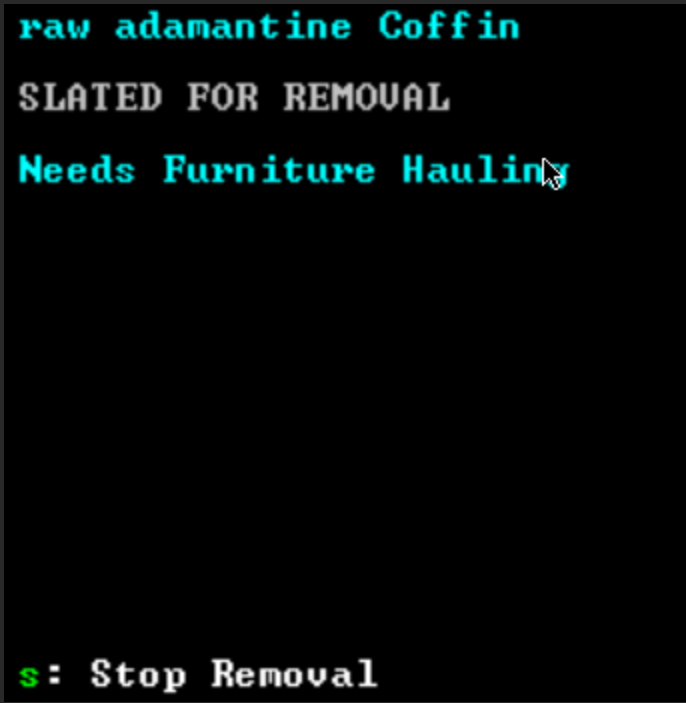
I can already envision the amount of death and destruction this thing will bring.



In other news, I must report a case of either order misinterpretation, or sheer vandalism.



The Late Kings tomb has been desecrated, and his coffin hauled away.



I can only suspect some would find it fitting of His Gaudiness rose from the grave in the form of a ghost. I for one think we should have just left him in place. ~~They'll never know it was me! The King Will Rise!~~

Unfortunately, we've seemed to have had a slight problem of children dying, no doubt in grief of the King's death.

**\*Cog Dumatlist, Dwarven Child has been found dead, dehydrated. Tosid Rovodducim, Dwarven Child has been found dead.**

We also had some confusion on the fact that we have no available bones in Lower Clobbermountains.



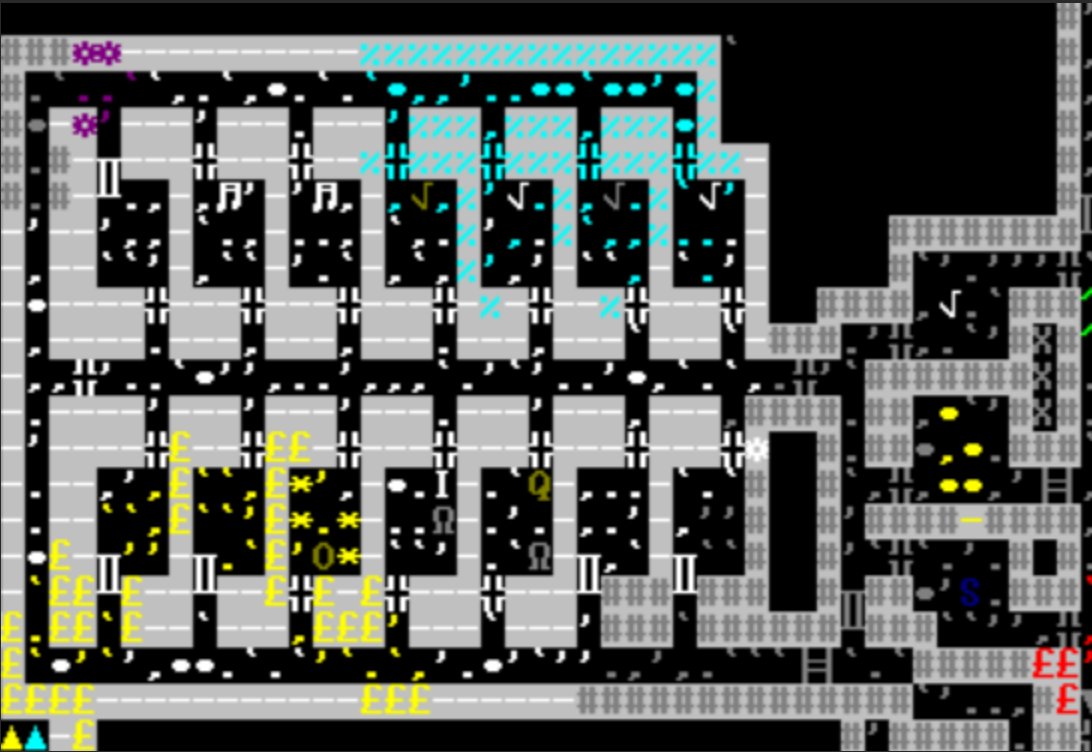
Craftsdwarf's Workshop

This building has  
been claimed by  
Nomal Eshonsolon, Dwarven Ch

Nomal Eshonsolon screams  
"I must have bones!"

A proper skeleton or two was found in the catacombs in the reclaimed fortress, and made available. Am I the only one who's creeped out by the sheer amount of bone requests we get for moods?

As our siege engineers and operators train, I've take a walk through the fortress, and have noticed what appears to be a forgotten zoo, filled with fell beasts.



As I took inventory, I noticed that the beast closest to the entrance was a spider. Normally, forgotten beasts are too crafty to allow themselves to be caged. There is a single exception; a beast trapped within a web can be caught. Seeing the potential at releasing caged horrors, I had some modifications made.



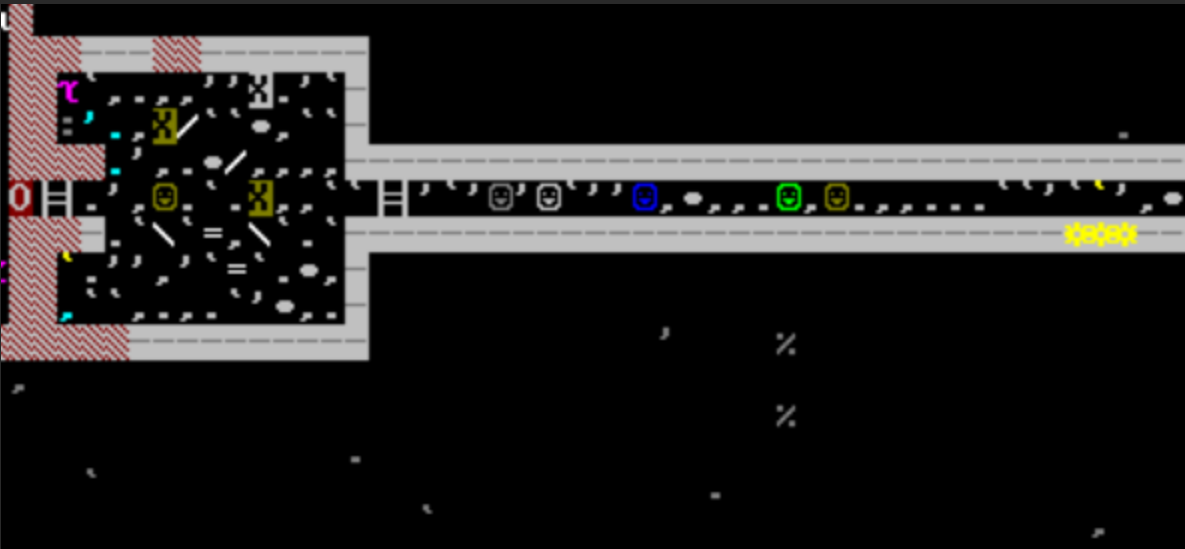
A bridge was installed, a cage trap placed below it, and a fortification carved, in the hope the spider would web over the cages and success create a forgotten beast trap. I noted of the three other beasts, one was also a webber; **NOTE TO FUTURE OVERSEERS: DO NOT RELEASE.**

It's not like we don't have at least 6-7 levers that if pulled would act like a suicide switch  
---

Good news came in two places at once.

Some migrants have arrived.  
Nomal Eshonsolon has begun a mysterious construction!

Migrants arrived, and for once, made it **INSIDE THE AIRLOCK!**



They're now making their way down into the lower fort. Well, most of them anyway. Turns out the most useful of them, a siege engineer, was standing on the bridge when I ordered the fortress sealed shut again and was trapped outside.

The Siege Engineer's left foot skids along the ground, shattering the  
bone through the (cave spider silk shoe)!  
The Siege Engineer slams into an obstacle!  
The Siege Engineer is no longer stunned.

Armok help me, dwarven stupidity will be the end of this place. I was going to send someone upstairs to recover him when ...



Stupid mist. Amazingly, the mist missed our idiot engineer, but even with the airlock fully open, no one was willing to risk recovering him.

More disturbingly, I found this on my desk.

→the Banshee Thief Ylas Bilryeloublye is fighting!  
the Leatherworker Degël idathrigòth is fighting!

We have no knowledge of a thief named Ylas Bilryeloublye ... I don't know who penned the report, or how it got on my desk, but I must say I was spooked as hell. With the possibility**something** was lurking, I resealed the fort, and condemned him to his fate. I dare not risk releasing banshees into the fort.



---

My study of the levers that make up Clobbermountains continues ...



I think we're ready to begin operation Cage Horror after a few final bits of preparations

---

Good news, bad news log. Let's start with the good news.

I've made my selection on the first fell beast on which to release in what may be an idiotic attempt to cage them. The beasts have been oddly docile as of late.

The Forgotten Beast feels a strange thrumming in their ears!  
The Forgotten Beast feels a strange thrumming in their ears!  
The Forgotten Beast feels a strange thrumming in their ears!  
The Forgotten Beast feels a strange thrumming in their ears!  
The Forgotten Beast feels a strange thrumming in their ears!  
The Forgotten Beast feels a strange thrumming in their ears!

And with that, I made my selection.

A gigantic iguana with external ribs. It has three long, curly tails and it belches and croaks. Beware its deadly spittle!

With some careful positioning, the webs have been laid.



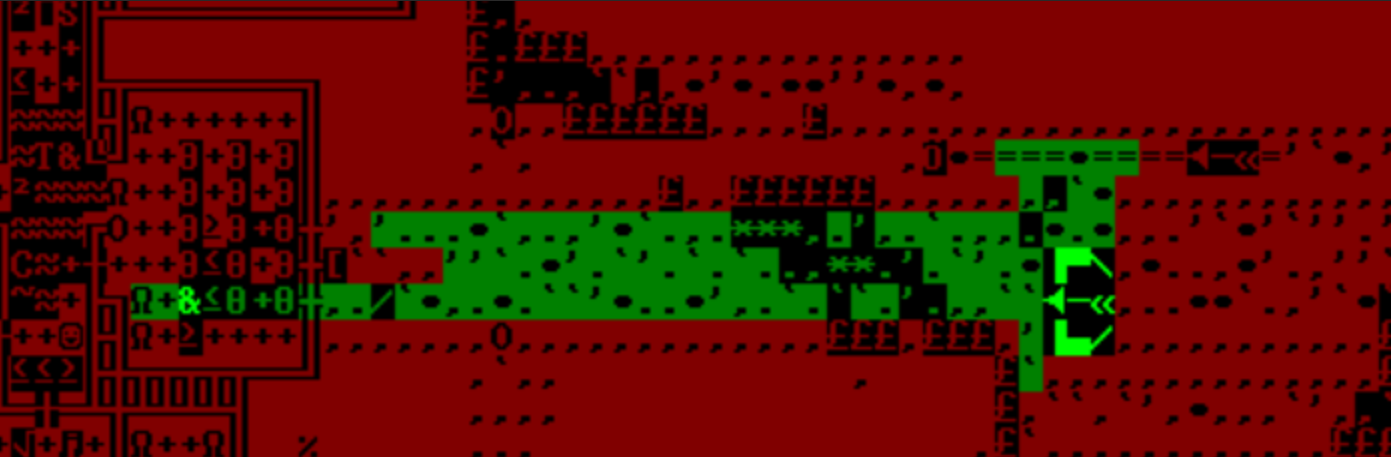
The lever pulled and ...

Nomar Pabozejem, Forgotten Beast      Caged Guest

BLAMO!

---

Right, I said we had bad news. Well, about our spawn hunting efforts ...



Fire at Will, Facing Left  
Rigòth Dumatvuthil, Siege Trainee      Fire Ballista



He missed. Completely. Went right over the things head. Appears we can't hit a target that's lying on the ground. I had several more shots fired, and the same result repeated. Damnination ...

The thing is so close to dead already, but I dare not risk the marksdwarfs again ...



Nilesiklist Bimmonobur, Grea  
"Strapwhispers the Plain Her

upper body  
lower body  
right upper leg  
left upper leg  
right lower leg  
left lower leg  
right foot  
left foot  
right upper arm  
left upper arm  
right lower arm  
left lower arm  
right hand  
left hand  
head

----

OOC: Appears to be a bug in the DFHack siege-engine plugin. Poop. One more update to write

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **July 13, 2016, 05:08:51 am**

Great update!  
Half of it is struck out.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 13, 2016, 05:28:18 am**

Quote from: Lolfail0009 on July 13, 2016, 05:08:51 am  
Great update!  
Half of it is struck out.

Fixed. Honestly, I haven't felt much like writing today, but I'm forcing it out so I can properly end my turn.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **July 13, 2016, 05:33:40 am**

Quote from: NCommander on July 13, 2016, 05:28:18 am  
Quote from: Lolfail0009 on July 13, 2016, 05:08:51 am  
Great update!  
Half of it is struck out.  
  
Fixed. Honestly, I haven't felt much like writing today, but I'm forcing it out so I can properly end my turn.

That's fair enough dude. Even for forcing it out, it was a great update

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **July 13, 2016, 04:29:05 pm**

Coming up with a new story. Here's a tiny (and a bit unrelated) spoiler.

Spoiler (click to show/hide)  
*"What'sha lookin' at, boshh? Aw crud-"*



(<http://s1185.photobucket.com/user/Georgethegunner/media/Blackwood.png.html>)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 13, 2016, 05:35:10 pm**

As winter marches on, we can add another disturbing artifact to the pool.

Nomal Eshonsolon, Dwarven Child has created  
Zuntîr Sesh, a holistic spawn bone earring!

This is a holistic spawn bone earring. All crafts dwarfship is of the highest quality. It is studded with adamantine, decorated with holistic spawn bone and encircled with bands of holistic spawn bone, alpaca wool and hungry head leather. This object is adorned with hanging rings of phyllite and menaces with spikes of obsidian, gabbro and blood thorn. On the item is an image of Symdaz Wringgorge the Contested Meteor of Brains the bronze colossus and Bese Torridwoman the human in holistic spawn bone. Bese Torridwoman is striking down Symdaz Wringgorge the Contested Meteor of Brains. The artwork relates to the killing of the bronze colossus Symdaz Wringgorge the Contested Meteor of Brains by the human Bese Torridwoman in The Stunted Jungles in 112 during The Duel of the human Bese Torridwoman and the bronze colossus Symdaz Wringgorge the Contested Meteor of Brains.

Hollistic spawn earrings ... really? The stupid things probably turn you into a spawn the moment you put them on.

---

As my time as overseer comes to an end, I've decided to put our caged beast to a more noble use. Fighting spawn!



To that end, I've constructed a new airlock into Old Clobbermountains, and had the beast's cage installed within. While I do not expect a single fell beast to singlehandedly clean out the remaining spawn, I am hopeful that it can thin their numbers and future deployments will eventually win the day.



The levers are pulled



The iguana is released.



And immediately gets distracted by a table. Fuck.

```
rhyolite Table
X{*rhyolite table*}X
```

---

Our attempt to capture another forgotten beast has been foiled due to stupidity.

```
<{turkey hen <?> cage <nickel>>>
Cage Trap
basalt Cavern Floor
```

I am not amused. The turkey however got what was coming at the end of the year.

```
Spring has arrived on the calendar.
The Strau Turkeu Hen <Tame> has died of old age.
```

I'm getting ahead of myself though

---

I get two reports at once. First, Nil, the idiot siege engineer who got trapped outside finally expired.

```
Nil Sinsotedem, Siege Engineer has been missing for a week.
```

Secondly, we have confirmed combat against the spawn.

```
the Forgotten Beast Nomar Pabozejem is fighting!
the Greater Spawn Nîlesiklist Bimmonobur is fighting!
```

```
The spinning forgotten beast frozen extract strikes The Greater Spawn in
the lower body, bruising the muscle!
The Forgotten Beast breathes a glob of forgotten beast frozen extract!
The spinning forgotten beast frozen extract strikes The Greater Spawn in
the lower body, bruising the muscle!
The Forgotten Beast misses The Greater Spawn!
The Greater Spawn claws The Forgotten Beast in the mouth with his first
claw, left hand, tearing the muscle!
The Forgotten Beast breathes a glob of forgotten beast frozen extract!
The spinning forgotten beast frozen extract strikes The Greater Spawn in
the lower body, bruising the muscle!
The Forgotten Beast misses The Greater Spawn!
The Greater Spawn claws The Forgotten Beast in the mouth with his first
claw, left hand, tearing the muscle!
The Forgotten Beast scratches The Greater Spawn in the right hand,
tearing apart the muscle!
The Forgotten Beast breathes a glob of forgotten beast frozen extract!
The spinning forgotten beast frozen extract strikes The Greater Spawn in
the second claw, right hand, but the attack glances away!
The Greater Spawn claws The Forgotten Beast in the throat with his first
claw, left hand, tearing it!
A major artery has been opened by the attack!
The Forgotten Beast kicks The Greater Spawn in the right upper leg with
its left front foot, bruising the muscle!
The Forgotten Beast attacks The Greater Spawn but He scrambles away!
The Forgotten Beast breathes a glob of forgotten beast frozen extract!
The spinning forgotten beast frozen extract strikes The Greater Spawn in
the left lower arm, bruising the muscle!
The Forgotten Beast attacks The Greater Spawn but He scrambles away!
The Forgotten Beast breathes a glob of forgotten beast frozen extract!
The spinning forgotten beast frozen extract laced with Nomar the Ruthless
Salutes's forgotten beast blood strikes The Greater Spawn in the right
hand, bruising the bone!
The Greater Spawn bites The Forgotten Beast in the left front foot,
tearing the fat and bruising the muscle!
The Greater Spawn latches on firmly!
The Forgotten Beast breaks the grip of The Greater Spawn's teeth from The
Forgotten Beast's left front foot!
The Forgotten Beast breathes a glob of forgotten beast frozen extract!
The spinning forgotten beast frozen extract laced with Nomar the Ruthless
Salutes's forgotten beast blood strikes The Greater Spawn in the upper
body from the side, bruising the muscle!
```

... **Failure.** The stupid thing didn't even manage to kill a mostly crippled greater spawn. Perhaps if it was a weber it would have fared better but I do not have a time to release such a beast into the upper fortress.

---

I find myself filled with undwarven thoughts. About the spawn, the world, the everyth-



‘NCommander’ Tiristvudthar, militia commander cancels Drink: Taken by mood.  
→ ‘NCommander’ Tiristvudthar, militia commander has been possessed!

Must build ...

‘NCommander’ Tiristvudthar has claimed a Mason’s Workshop.

Must construct.

‘NCommander’ Tiristvudthar has begun a mysterious construction!

Spring has arrived

---

So concludes the reign of NCommander.

Sorry for the weak update. I posted the save back a few pages ago. I think TheFlame52 is next but I'm not 100% sure

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **July 14, 2016, 03:24:57 pm**

NCommander: Why does everyone in this place need bones?

\*5 minutes later\*

NCommander: I MUST HAVE BONES!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 18, 2016, 12:25:43 pm**

\*rises from the ashes\*

TheFlame is currently busy with Breadbowl, so I'm going to go ahead and PM Lolfail.

E: Also the dorfing list is kind of FUBAR at the moment, so any dorfing requests should be re-submitted if you want them to be attended to.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **July 18, 2016, 01:25:29 pm**

That's OK. After Breadbowl I have Necrothreat, so just bump me down to the bottom again.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **July 19, 2016, 12:32:40 am**

Turn acknowledged, I'll get started on it either tonight or tomorrow, depending on how fast I can pawn this programming project off to the guy handling the netcode.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 19, 2016, 01:21:30 am**

Quote from: Lolfail0009 on July 19, 2016, 12:32:40 am  
Turn acknowledged, I'll get started on it either tonight or tomorrow, depending on how fast I can pawn this programming project off to the guy handling the netcode.

> Programming projects

\*looks at my amateur self-taught C++ vidya shit and sobs\*

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **July 19, 2016, 02:08:13 am**

Quote from: Mr Frog on July 19, 2016, 01:21:30 am  
Quote from: Lolfail0009 on July 19, 2016, 12:32:40 am  
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> Programming projects  
  
\*looks at my amateur self-taught C++ vidya shit and sobs\*

Ah, C++  
A learning curve reminiscent of DF itself

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **mikethete** on **July 19, 2016, 06:39:17 am**

This fort has become like the little train that could, but with more doom, gloom, and insanity.

And attempted dog gas chambers.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **DolosusDoleus** on **July 19, 2016, 09:31:07 am**

Quote from: Lolfail0009 on July 19, 2016, 02:08:13 am  
Quote from: Mr Frog on July 19, 2016, 01:21:30 am  
Quote from: Lolfail0009 on July 19, 2016, 12:32:40 am  
Turn acknowledged, I'll get started on it either tonight or tomorrow, depending on how fast I can pawn this programming project off to the guy handling the netcode.  
  
> Programming projects  
  
\*looks at my amateur self-taught C++ vidya shit and sobs\*

Ah, C++  
A learning curve reminiscent of DF itself

Though I have to say that Objective-C probably has an even worse learning curve than C++ or DF.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 20, 2016, 03:56:48 pm**

I've never really understood when people say C++ is hard? I taught myself off of some online tutorials when I was 16 and I had a simple roguelike up and running within a couple of weeks

Admittedly I have no idea what I'm actually doing and there's a non-zero chance of my computer melting into slag every time I compile a program but

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **DolosusDoleus** on **July 20, 2016, 05:57:44 pm**

Quote from: Mr Frog on July 20, 2016, 03:56:48 pm

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Admittedly I have no idea what I'm actually doing and there's a non-zero chance of my computer melting into slag every time I compile a program but

Well first off, it can become a pain in the neck to actually learn some of the more nuanced aspects of c++ because there isn't actually any official documentation. Also, having three different memory spaces with confusing interactions with one another can be frustrating to learn.

Also pointers.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 20, 2016, 08:01:59 pm**

Quote from: DolosusDoleus on July 20, 2016, 05:57:44 pm

memory spaces

Hmm. Didn't actually know those were a thing. Could make some nice reading material.

I'm usually pretty embarrassed talking about programming since I have massive gaps in my knowledge base, lol.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Amperzand** on **July 20, 2016, 08:12:15 pm**

Quote from: Mr Frog on July 20, 2016, 08:01:59 pm

Quote from: DolosusDoleus on July 20, 2016, 05:57:44 pm

memory spaces

Hmm. Didn't actually know those were a thing. Could make some nice reading material.

I'm usually pretty embarrassed talking about programming since I have massive gaps in my knowledge base, lol.

Sounds like me and everything I know.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 20, 2016, 10:33:04 pm**

My turn huh? Well, I'll do my best. Not going to build hype this time because of the disaster last time. I'll download the save tomorrow and get started then. Sorry again about before. Life gets in the way.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 20, 2016, 10:43:35 pm**

Quote from: The Master on July 20, 2016, 10:33:04 pm

My turn huh? Well, I'll do my best. Not going to build hype this time because of the disaster last time. I'll download the save tomorrow and get started then. Sorry again about before. Life gets in the way.

??? Did you mean to post this in the Braveworks thread? You don't appear to have a second turn pending.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **July 20, 2016, 10:56:36 pm**

Fortress is chugging along, albeit slowly; the magic 72 FPS hasn't come back '^^ Expect an update in the next couple of days, maybe even tonight if I'm not feeling too tired after Uni. Juggling three different object behaviour script types in Unity can mess with a girl's head; at least it's only C# '^^

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **chaotic skies** on **July 20, 2016, 11:14:11 pm**

Unity is a certifiable mess that I need to dive back into, head first, and not come out of until I can make something not terrible.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **July 21, 2016, 03:40:38 am**

tfw I am studying history and can't brag about my past violent programming acts

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 21, 2016, 08:44:00 am**

Quote from: Mr Frog on July 20, 2016, 10:43:35 pm

Quote from: The Master on July 20, 2016, 10:33:04 pm

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??? Did you mean to post this in the Braveworks thread? You don't appear to have a second turn pending.

I did yeah lol!

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 21, 2016, 07:44:39 pm**

Quote from: Mr Frog on July 20, 2016, 03:56:48 pm

I've never really understood when people say C++ is hard? I taught myself off of some online tutorials when I was 16 and I had a simple roguelike up and running within a couple of weeks

Admittedly I have no idea what I'm actually doing and there's a non-zero chance of my computer melting into slag every time I compile a program but

Honestly, Clobbermountains is a lot like C++.

Bloated, complex, impossible to understand, filled with beasts in every corner, combined with poor documentation, and the occasion NULL pointer that releases a bunch of demons into your filesystem.

I've dealt with legacy codebases less complex than Clobbermountains. I feel an urge to build a turning machine in Clobbermountains!

<http://yosefk.com/c++fqa/index.html> - sidenote, my GOTO reference on why C++ is a pile of dogshit.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 21, 2016, 08:12:33 pm**

Quote from: NCommander on July 21, 2016, 07:44:39 pm

<http://yosefk.com/c++fqa/index.html> - sidenote, my GOTO reference on why C++ is a pile of dogshit.

This is the other reason why I don't really like talking programming lol. There's this weird sort of politics surrounding the various coding languages that I have absolutely no patience or stomach for.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **July 21, 2016, 08:18:23 pm**

Quote from: Mr Frog on July 21, 2016, 08:12:33 pm

Quote from: NCommander on July 21, 2016, 07:44:39 pm

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I honestly cannot fathom how politics have wormed their way into what order things turn on and off in a computer, but then again I have seen some Grade A Quality Discourse(TM) in my time so I shouldn't be surprised.

On fortress matters: Minor crash, lost a little over a month, nbd. Someone who died may live, someone who lives may now die ~~faster~~

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 21, 2016, 08:32:37 pm**

Quote from: Lolfail0009 on July 21, 2016, 08:18:23 pm

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I have to wonder how much pain and suffering Discourse has brought into the world. SMF (which powers Bay12) may be old fashion, but damned if it doesn't work well.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 21, 2016, 10:13:32 pm**

Quote from: Lolfail0009 on July 21, 2016, 08:18:23 pm

Quote from: Mr Frog on July 21, 2016, 08:12:33 pm

Quote from: NCommander on July 21, 2016, 07:44:39 pm

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I honestly cannot fathom how politics have wormed their way into what order things turn on and off in a computer, but then again I have seen some Grade A Quality Discourse(TM) in my time so I shouldn't be surprised.

People get defensive over things they have invested time and energy into. Pretty simple.

Quote from: NCommander on July 21, 2016, 08:32:37 pm

I have to wonder how much pain and suffering Discourse has brought into the world. SMF (which powers Bay12) may be old fashion, but damned if it doesn't work well.

I think you're thinking of Discord, the popular Skype substitute, as opposed to The Discourse<sup>tm</sup>, a cultural phenomenon largely found on social networking websites consisting of generally-well-intentioned young people (typically 15-25) forming overly-simplistic (and occasionally rather-hateful) opinions based on dubious sources and proceeding to declare total war on anyone who disagrees, often over ridiculously-trivial topics such as who's allowed to be in specific cartoon fandoms\*, aka the New and Improved<sup>tm</sup> Cancer of the Internet.

\* Not joking. Not even exaggerating.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **DolosusDoleus** on **July 22, 2016, 04:57:20 pm**

Quote from: Mr Frog on July 21, 2016, 10:13:32 pm

Quote from: NCommander on July 21, 2016, 08:32:37 pm

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Did someone say flamewars (http://comicvine.gamespot.com/forums/battles-7/superman-vs-goku-3858/)?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **Mr Frog** on **July 22, 2016, 07:03:30 pm**

Quote from: DolosusDoleus on July 22, 2016, 04:57:20 pm

Quote from: Mr Frog on July 21, 2016, 10:13:32 pm

Quote from: NCommander on July 21, 2016, 08:32:37 pm

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Did someone say flamewars (http://comicvine.gamespot.com/forums/battles-7/superman-vs-goku-3858/)?

Flamewars hold not a candle to the website-consuming terror that is The Discourse.

Although technically speaking flamewars can and usually are part of The Discourse.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **Lolfail0009** on **July 23, 2016, 07:44:05 am**

Ok, it's gotten to the point where the fortress is crashing every fifteen minutes. I can't finish my turn /cries

Not even enough for an update came out. All I did was hermetically seal the fortress and start digging out an Exalted Necropolis to house our honoured dead.

I'm sorry to have let you all down :'(

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **Mr Frog** on **July 23, 2016, 12:27:48 pm**

Quote from: Lolfail0009 on July 23, 2016, 07:44:05 am

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Not even enough for an update came out. All I did was hermetically seal the fortress and start digging out an Exalted Necropolis to house our honoured dead.

I'm sorry to have let you all down :'(

The only conclusion I can draw from this is that His Gaudiness was the ethereal thread that held this shambling mess of a fort together and now that he's gone the place is literally collapsing under its own weight like a black hole.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **chaotic skies** on **July 23, 2016, 12:32:28 pm**

"Dark, darker, yet darker. This place is falling apart at the seems, tearing itself down. Survival rating, negative. This next turn seems...interesting. What do you guys think?"

I don't think we'll have another turn, I just wanted to post that. I've had that in a note for a few days now :P

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **Mr Frog** on **July 23, 2016, 01:01:18 pm**

Quote from: chaotic skies on July 23, 2016, 12:32:28 pm

"Dark, darker, yet darker. This place is falling apart at the seems, tearing itself down. Survival rating, negative. This next turn seems...interesting. What do you guys think?"

I don't think we'll have another turn, I just wanted to post that. I've had that in a note for a few days now :P

I'd rather have at least one more person try to get it up and running before I declare the fort to be kill. Admittedly I'm not sure why I expect someone else to be able to run this when Lolf's beastputer couldn't even make it through a season but I don't want to throw in the towel prematurely.

E: Also gonna pop that in the quotes bank because I'm Undertale trash

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **Monitor Lisard** on **July 23, 2016, 01:54:14 pm**

Eh. Guess what?

...The turn list is fat tho. Anyway, if you having trouble with it, I am always there because I ~~simply enjoy forcing my rule upon succession games thus ruining them for others~~ while becoming a mighty dictator and a general pain in the butte obviously have nothing batter to do

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **Mr Frog** on **July 23, 2016, 05:31:16 pm**

Quote from: Monitor Lisard on July 23, 2016, 01:54:14 pm

Eh. Guess what?

...The turn list is fat tho. Anyway, if you having trouble with it, I am always there because I ~~simply enjoy forcing my rule upon succession games thus ruining them for others~~ while becoming a mighty dictator and a general pain in the butte obviously have nothing batter to do

TheFlame's still busy and I'm not going to have NCommander take two turns in a row, so go ahead.

That said I almost just want to leave Clobbermountains to its crashy fate because I just had the *BEST FUCKING IDEA* for the next fort

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**

Post by: **NCommander** on **July 23, 2016, 08:39:12 pm**

Quote from: Mr Frog on July 23, 2016, 05:31:16 pm  
TheFlame's still busy and I'm not going to have NCommander take two turns in a row, so go ahead.  
That said I almost just want to leave Clobbermountains to its crashy fate because I just had the *BEST FUCKING IDEA* for the next fort

Feel free to keep pushing me down to let new players experience the madness.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **July 23, 2016, 09:19:54 pm**

I'm done with Breadbowl but also burned out on succession forts, so still skip me.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 23, 2016, 09:28:46 pm**

Quote from: TheFlame52 on July 23, 2016, 09:19:54 pm  
burned out



Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **DolususDoleus** on **July 24, 2016, 01:06:17 am**

Quote from: Mr Frog on July 23, 2016, 09:28:46 pm  
Quote from: TheFlame52 on July 23, 2016, 09:19:54 pm  
burned out  
-snip-

...

[Spoiler](#) (click to show/hide)



Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **July 24, 2016, 08:39:25 am**

You know what? Fine. I'll take the save. I'LL TURN THIS FORT AROUND SO HARD YOU'LL GET WHIPLASH!  
Just don't expect a lot of updates.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 24, 2016, 09:47:33 am**

Quote from: TheFlame52 on July 24, 2016, 08:39:25 am  
You know what? Fine. I'll take the save. I'LL TURN THIS FORT AROUND SO HARD YOU'LL GET WHIPLASH!  
Just don't expect a lot of updates.

Well, I already handed the save off to Monitor Lisard if we wanna get real technical here  
But since he hasn't gotten back to us, sure, go ahead.

E: Although honestly if you don't have the energy for it please don't push yourself, the last thing we need is a turn that ends up going nowhere because the player ran out of steam halfway through.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 24, 2016, 10:14:37 am**

Quote from: Mr Frog on July 24, 2016, 09:47:33 am

Well, I already handed the save off to Monitor Lisard if we wanna get real technical here

But since he hasn't gotten back to us, sure, go ahead.

E: Although honestly if you don't have the energy for it please don't push yourself, the last thing we need is a turn that ends up going nowhere because the player ran out of steam halfway through.

I for one recommend we throw dwarfs on the coals to stoke the fires of life! It's one thing we're not short on here in Clobbermountains.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **July 24, 2016, 11:05:38 am**

I'll wait and see whether Monitor Lizard responds. If he doesn't in a few days I'll start playing. I'll be a bit more rested by then.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Khan Boyzitbig** on **July 24, 2016, 12:48:04 pm**

Quote from: Mr Frog on July 23, 2016, 01:01:18 pm

Quote from: chaotic skies on July 23, 2016, 12:32:28 pm

"Dark, darker, yet darker. This place is falling apart at the seems, tearing itself down. Survival rating, negative. This next turn seems...interesting. What do you guys think?"

I don't think we'll have another turn, I just wanted to post that. I've had that in a note for a few days now :P

I'd rather have at least one more person try to get it up and running before I declare the fort to be kill. Admittedly I'm not sure why I expect someone else to be able to run this when Lolf's beastputer couldn't even make it through a season but I don't want to throw in the towel prematurely.

E: Also gonna pop that in the quotes bank because I'm Undertale trash

Perhaps the number of nightmarish horrors consumed it. A lesser machine may pass by their unnatural gaze long enough to give us hope. Or socks. This is Dwarf Fortress afterall.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Dorsidwarf** on **July 24, 2016, 01:54:24 pm**

I'm just so sad that His Gaudiness died. I think that he's the best DF succession fort character since the old dread reign of HD herself.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **July 24, 2016, 02:06:24 pm**

Sorry for the wait dudes. I've just wrote a huge wall of text and lost it due to a browser glistch. Felt so sad.

Anyway, posting the update soon.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 24, 2016, 03:24:54 pm**

Quote from: Dorsidwarf on July 24, 2016, 01:54:24 pm

I'm just so sad that His Gaudiness died. I think that he's the best DF succession fort character since the old dread reign of HD herself.

BRB gonna print this out and frame it

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **July 24, 2016, 05:00:10 pm**

I am really sorry. It's 1am and my internet is just plain bad. I have a finished update with a proper intro and a ton of pictures, but I can't post it now due to issues. Tomorrow please.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **July 24, 2016, 05:16:08 pm**

its ok man

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **July 25, 2016, 08:39:26 am**

Spoiler: [Back to Clobbermountains](#) (click to show/hide)  
Quote from: Monitor Lisard on July 13, 2016, 04:29:05 pm





(<http://s1185.photobucket.com/user/Georgethegunner/media/Blackwood.png.html>)

*The old mountainhole of Mirrorclapsed has changed. Since the departure of king Erib Catchtown it has been living off the stories of Clobbermountains and its great struggle against the most feared enemies of dwarvenkind - banshees, forgotten beasts and the disgusting Spawn. But there was something His Gaudiness did not think of when he left his monstrous Royal Guards behind to keep the city in his iron grip. The well known spirit of corruption imbued the streets of the old mountainhome.*

*Bureaucrats of Torrid Lash, no longer under constant supervision, eagerly helped their fellow citizens in exchange for lavish bribes. The new city council was appointed on the common ground of hatred towards the kings abominable sentinels. To prevent the unrest, and to avoid the possible legal trouble, the governor made a treaty with the townsfolk, discharging most of the officers and rounding up their hideous subordinates. Soon, the feared Royal Guards were locked up in their barracks without food and drinks.*

*After that, Mirrorclapsed was free. free of fear, and free of the law.*

*The outskirts of the city soon grew into an enourmous gutter filled with slums and brothels. Slaves and runways of all races roamed the streets freely, along with skulkers, refugees and gangers. In such a crowd a stalk, long-haired man clad in battered armor did not really stand out. Still, there was something off with his, as any tippler could've noticed - his thirst for alcohol did not really go well with sharp ears sticking out from below of a creepy helmet.*

*Blackwood reached for his burse, dropping two more coins onto the bar. Yet nother pint of sewer brew went down the drain. The elf was could not really get drunk, but neither he liked the sweetish, rotten taste of the beverage. That night he hit the taverns hard, wasting a whole lot of silver and finally landing here. His squire, startled at first by a whole new world of smells, quickly accustomed to all the noise and brawl. The inkeeper gazed upon a short, frail dwarf girl dressed in ragged pelts and leather as she went through a good half of his food and alcohol stocks, while her trustee, a grim knight, was sitting by the bar keeping a calm face, chugging his putrid-looking drink and paying no attention whatsoever to his assistant's tremendous appetite.*

*For the first time in his ugly existence, Blackwood had no idea of what to do. The vile hunger he suffered of undermined his sanity, slowly but surely. Of course, it wasn't hard to find prey in such a city. Brutal consequences of a long-time abstinence were a problem neither. But there was other thing that the elven knight feared the most - it was the possibility of him losing control, and thus, the possibility of him dropping out of the game for a several week or around so. The strong dwarves of Torrid Lash were about to make their moves in an upcoming struggle for the throne. If Blackwood was willing to secure his future wellbeing, the only option for him was to be on alert and in control of the situation.*

*On a sudden, somebody tugged at his sleeve. It was his loyal assistant, Sheka the Hound, who carefully slipped into the bar. "Uh, boshh, y' gotta shee that" she murmured, pulling the sleeve insistently. "What is it" Blackwood bellowed, grabbing his scabbard, nearly knocking over an empty coat hanger. Kicking the door open the elven knight stumbled out of the tavern, tripping over the doorstep and almost falling over. "Good fer yew kid-" somebody shouted behind his back "Go get some fresh air!" An uproar of drunk laughter ensued. The earth shook below Blackwood's legs, and light coming from above burned his skin. It felt really strange.*

*A crowd was gathering in the middle of the street, staring at a peculiarly well-dressed dwarf accompanied by a small troupe of soldiers. Clearly, those were dwarfs as well, and new to the town. The herold (as Blackwood could say by the dwarf's overly ornate hat) was reading something out loud in a solemn manner, like if he did not care about all the ruins and beggars around here.*

*"...King of Torrid Lash, Lord-Mayor of Clobbermountains, The Mighty Paladin, Protector of the Weak, Father of the Nation, Our Beloved Hero..."*

*At that moment, the elf twitched leaned forward, scaring a group of bums in from of him. "Ah, make way ye ratbags-" Sheka pushed the ragged townees aside, grabbing her mentor by his hand. Meanwhile, the herold was finishing his speech: "...His Gaudiness Erib Catchtowns... Passed away in the mountaihome of Clobbermountains. May his soul rest with souls of the greatest". The crowd fell silent. Blackwood froze, slowly grasping the true sense of herold's words. It was almost too late for him to jump on the bandwagon. Grabbing Sheka the collar, he dashed away from the swarm.*

*Thing were incredibly fast paced as Blackwood found out stopping by the former citadel. Two cabs were parked right outside the main entrance - one, abundantly decorated and adorned with golden rings, brought in His Exellency the Duke of Boltsabre. The other one, less ornate, belonged to General Unib Urmimthikut, now the top-ranking officer and the most powerful dwarf in the kingdom. "There you are, Thil!-" A short, stubby figure rose from a small chair, waving impatiently towards the entrance. "We were expecting you". His Exellency, a round, jovial dwarf, was griinig wildly as Blackwood approached him, as if the duke was about to play one of his beloved tricks.*

*"Have you heard the news, sweetheart? Tumam have mercy on poor Erib's soul... So, anyway". Duke's voice jumped "Care for a new assignment?" Blackwood sighed. It was no time for him to be picky.*

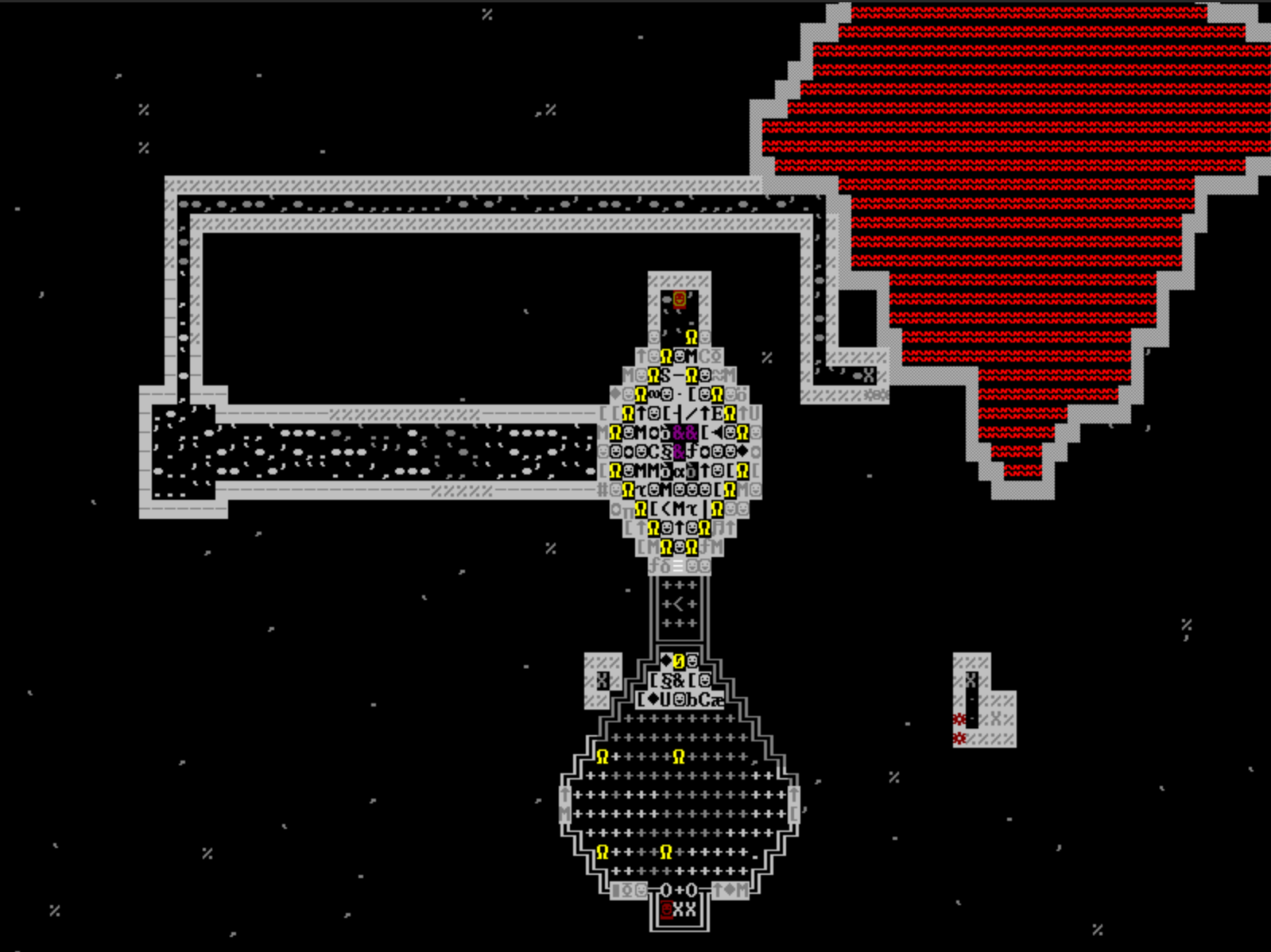
*Once again in a while, I have been appointed a Lord-Protector of Clobbermountains. This time, by the order of Unib, who wished to "assume control of the situation" back in the Mountainhome. Hah! As if a bunch of ragged madmen could hurt their cause. They played me. I have to come with a plan... To strike back!*

*But first, I have to deal with all the crap.*

*This time, we did not have to dig our way in. The airlocks we working just hime, which made me think Clobbermountains did rather well. I was wrong. The mountainhome greeted me with a flow of miasma and rotten blood. Corpses piled up everywhere. The citizens were few, even the skulkers.*

Some dwarves keep running around carrying munitions. I asked what they were doing. It seems that the previous Overseer wanted to eradicate the leftover Spawn inside the fortress by the means of siege machinery. The commander himself is said to be busy working on some craft of his... Hilarious.

Multiple emplacements can be seen everywhere.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-1.png.html>)

The janitors aren't doing their work. Somebody has do something with this mess.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-2.png.html>)

Armok be praised, isn't that- Uh, it's Erib's corpse. Just laying out there... Outrageous!

```
x<<alpaca wool right glove>>x
X<<spider monkey leather shoe>>X
x<<phantom spider silk trousers>>x
x<rope reed fiber dress>x
x<<giant cave spider silk shoe>>x
<<-grizzly bear hair crown->>
x{+cave spider silk sock+}x
microcline
X<<pig tail fiber cap>>X
<<giant cave spider silk sock>>
<<cave spider silk coat>>
<Erib 8kumamost's partial skeleton>
microcline Cavern Floor
```

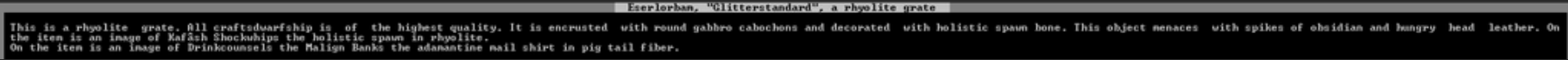
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-3.png.html>)

As i approached the commander's workshop, he darted towards me, shoving a huge ornate grate in my hands.

```
'NCommander' Tiristvudthar, militia commander has created Eserlorbam, a
rhyolite grate!
```

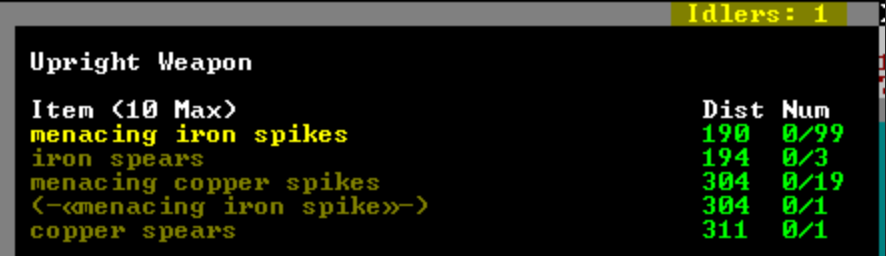
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-4.png.html>)

he was babbling something incoherently about spawn bones. It seems some actions have to be taken first.



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-5.png.html)

The siege engine scheme created by this madman of a dwarf takes up too much of the fortress's current resourses. By my decree, all works related to that plan are to be suspended. Then, we have to make use of all those sharp metal sticks laying around.



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-6.png.html)

After that, I am discharging the militia commander from his current positions, opting for a squad of crossbow-armed citizen guard instead.



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-7.png.html)

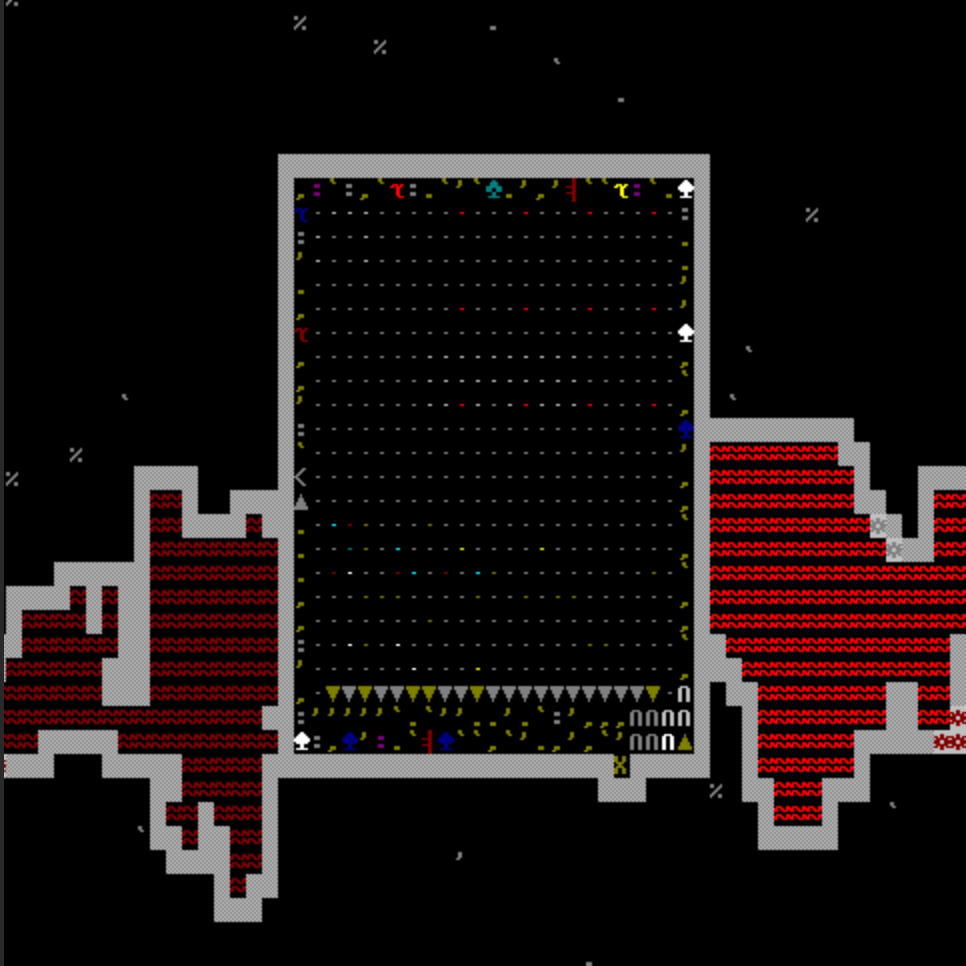
Worrysomenly, we're out of coffins to spare.



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-8.png.html)

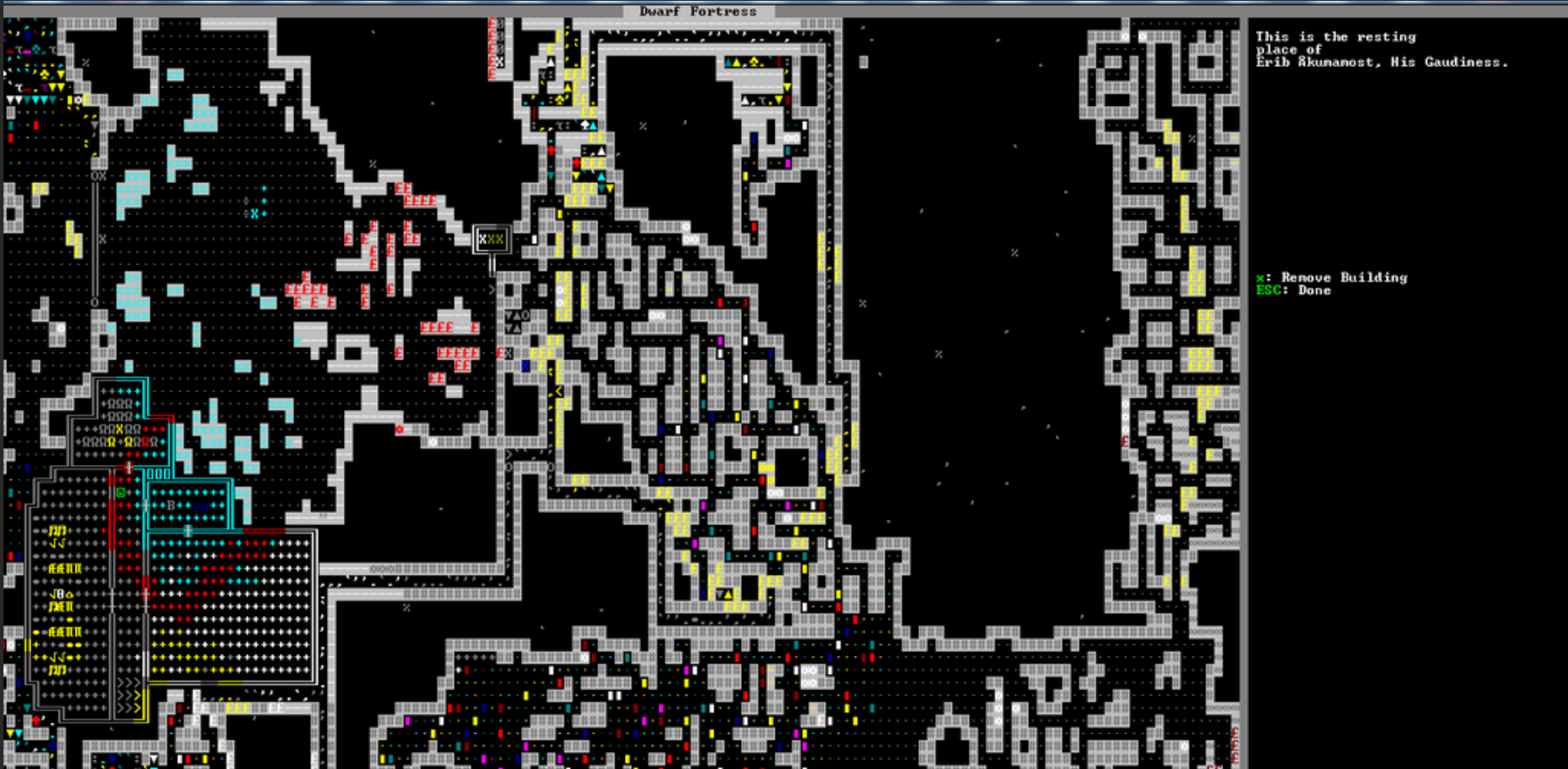
Some freshly-engraved slabs were set near the production area for some reason.





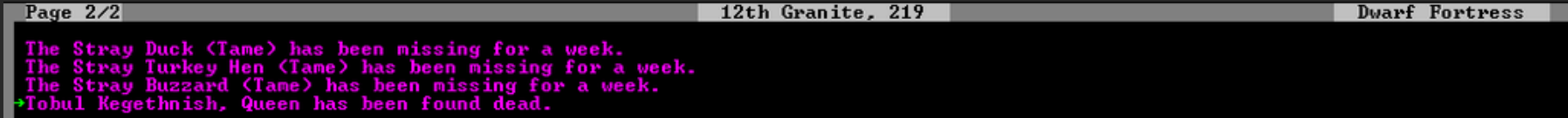
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-9.png.html>)

I'm proud to announce that His Gaudiness has finally found his resting place. His tomb had been defiled by some unstable dwarf. Disgusting.



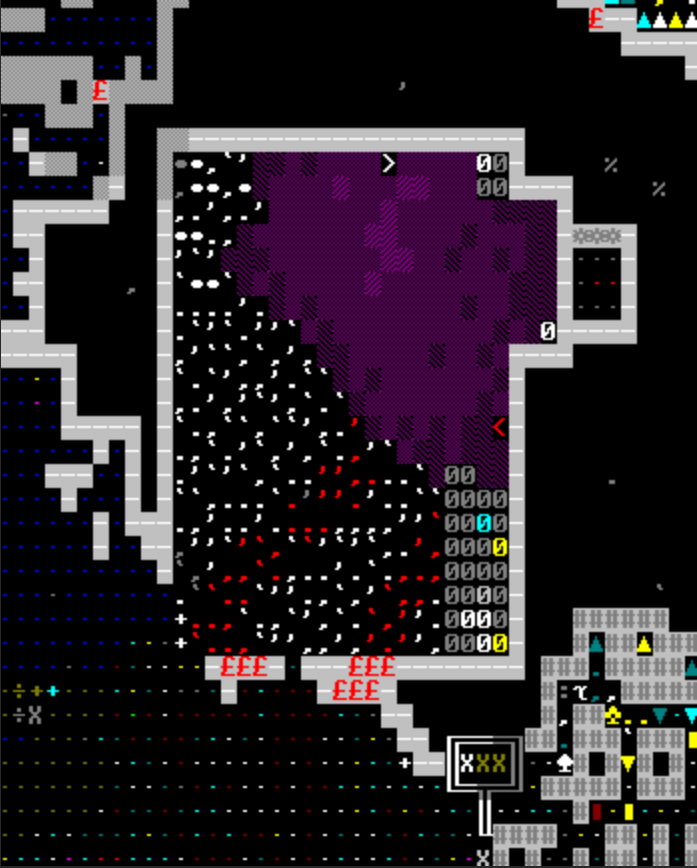
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-10.png.html>)

Some bums claim they've seen queen's mummified body laying behing a group of Spawn through some hole in the wall. I doubt so, I haven't seen anything there.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-11.png.html>)

Sheka told me she felt really nauseated today with all the odors around. No wonder.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-12.png.html>)

A large group of settlers has been spotted ascending mt. Clobber. Huh, something must have happened recently... A most brutal spawn onslaught, probably.

```
'Mastercrasher' Othôseshtân, Overseer cancels Bait Trap with Fish: Needs fish.
Some migrants have arrived, despite the danger.
```

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-13.png.html>)  
Just as I was going to hit the observation room, some pleb approached me begging for trinkets angrily. I have no time for this nonsense, so get lost!

Ustuth Katlikot, "Ustuth Katlikot", mayor

Owned Objects: 16

Holdings: Splendid Office  
Decent Quarters  
Decent Dining Room  
5 Chests  
1 Cabinet  
1 Weapon Rack  
1 Armor Stand

Needs: Decent Office  
Needs: Decent Quarters  
Needs: Decent Dining Room  
Needs: 2 Chests  
Needs: 1 Cabinet  
Needs: 1 Weapon Rack  
Needs: 1 Armor Stand

Mandates: Make amulets <3/3>

Set Follow Hotkey <F1 etc.>: None

Enter: Thoughts and preferences h: Health r: Relationships y: Customize

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-14.png.html>)

A host of spawn spots the newcomers as well. Hungry for fresh meat, they assault the caravan right away.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-15.png.html>)

Where did those new packs come from? I don't remember any reports... Huh, it seems that the recent office fire has destroyed most of the local documents, including the combat logs and enemy surveillance papers. How... Inconvenient.

| Dwarf Fortress                                                |                     |             |                    |
|---------------------------------------------------------------|---------------------|-------------|--------------------|
| Citizens <61>                                                 | Pets/Livestock <45> | Others <55> | Dead/Missing <644> |
| Nil Sinsotedēm, Siege Engineer                                |                     |             | Missing            |
| Nita Ihhitamed, Human Axeman                                  |                     |             | Deceased           |
| Dari Mitaspihsa, Human Pikeman                                |                     |             | Deceased           |
| Quosa Sedastshace, Human Crossbowman                          |                     |             | Deceased           |
| Ithru Rulacfathri, Human Pikeman                              |                     |             | Deceased           |
| Yak Cow                                                       |                     |             | Deceased           |
| Stozu Amxunguk, Goblin Maceman                                |                     |             | Deceased           |
| Domas Uzolbal, West                                           |                     |             | Missing            |
| Shem Astisushat, West                                         |                     |             | Missing            |
| Atir Olinkikrost, West                                        |                     |             | Missing            |
| Stinthäd Lumashbomrek, West                                   |                     |             | Deceased           |
| Iun Isulasën, Poult <Tame>                                    |                     |             | Deceased           |
| İton Zanegtomus, West                                         |                     |             | Deceased           |
| Mosus Udistobok, West                                         |                     |             | Missing            |
| Rakust Akrulsohir, Bunny <Tame>                               |                     |             | Deceased           |
| Zon Otinoslan, West                                           |                     |             | Deceased           |
| Sigun Rilbetkübuk, West                                       |                     |             | Missing            |
| Sâkzul Mûthkatlorsith, West                                   |                     |             | Deceased           |
| Chleelbis Zegostësh, Kobold Swordsman                         |                     |             | Deceased           |
| Stray Cow <Tame>                                              |                     |             | Missing            |
| Stray Ewe <Tame>                                              |                     |             | Missing            |
| Stray Cavy Sow <Tame>                                         |                     |             | Missing            |
| Lolor Zimás, Merchant                                         |                     |             | Deceased           |
| Sâkzul âtasteral, Swordsdwarf                                 |                     |             | Deceased           |
| Oddom Titthalkib, Merchant                                    |                     |             | Deceased           |
| Shorast Munëstdodók, Macedwarf                                |                     |             | Deceased           |
| Aban Dëgsazir, Merchant                                       |                     |             | Deceased           |
| Besmar İkthagzasit, Macedwarf                                 |                     |             | Deceased           |
| Edēm Medtoblaz, Merchant                                      |                     |             | Deceased           |
| Kumil Lamesmeng, Hammerdwarf                                  |                     |             | Deceased           |
| Dodók Endokmuzish, Merchant                                   |                     |             | Deceased           |
| Shorast Astöğred, Weaponsmith In Training                     |                     |             | Deceased           |
| Ashro Kastroltogi, Human Merchant                             |                     |             | Deceased           |
| Shace Bepalide, Human Merchant                                |                     |             | Deceased           |
| Cog Cognekol, Brewer                                          |                     |             | Deceased           |
| İton Edēmbatök, Axedwarf                                      |                     |             | Missing            |
| Äsmel Orsharled, Hunter                                       |                     |             | Missing            |
| Bēmbul Orsharurist, Macedwarf                                 |                     |             | Deceased           |
| Kadöl Arsazir, Ranger                                         |                     |             | Missing            |
| Atis Alâthhrithlut, Goat Kid <Tame>                           |                     |             | Missing            |
| Olin Dumatdallith, Kitten <Tame>                              |                     |             | Deceased           |
| Cog Dumatlist, Dwarven Child                                  |                     |             | Deceased           |
| Kûbuk Kodorbomrek, Fishery Worker                             |                     |             | Missing            |
| Mebzuth Ustuthîtdûn, Cook                                     |                     |             | Deceased           |
| Shorast Konositon, Bone Carver                                |                     |             | Deceased           |
| Solon Sanrebbkübuk, Blue Peachick mutant                      |                     |             | Deceased           |
| Kol Thalalvutok, Dwarf Mechanic mutant                        |                     |             | Deceased           |
| İnod Shorastlikot, Dwarf Woodcutter mutant                    |                     |             | Deceased           |
| Melbil Kûbuköğred, Goat Kid <Tame>                            |                     |             | Deceased           |
| Kadöl Mörulidek, Animal Caretaker                             |                     |             | Deceased           |
| Thikut Okirstâkud, Gem Setter                                 |                     |             | Deceased           |
| İngish İlralkurik Umar Sanreb, Animal Caretaker               |                     |             | Deceased           |
| Besmar Möruläs, Fishery Worker                                |                     |             | Deceased           |
| Doren Nogleshönul, Farmer                                     |                     |             | Missing            |
| Teshildoto Nithim Ispran, Yak Cow mutant                      |                     |             | Deceased           |
| Tise Othalaiwo, Elf Merchant                                  |                     |             | Deceased           |
| Alâth Satnish, Dwarven Baby                                   |                     |             | Missing            |
| Nish Gusillikot, Surgeon                                      |                     |             | Missing            |
| Ral Athelkab, Sacrifice                                       |                     |             | Deceased           |
| Urist Tulonîngiz, Dwarf Planter mutant                        |                     |             | Deceased           |
| Uabök Arelducin, Holistic Spawn Gem Cutter                    |                     |             | Deceased           |
| Domas Rovodzathud, Holistic Spawn Farmer                      |                     |             | Deceased           |
| İton Ənullanggud, Holistic Spawn Ranger                       |                     |             | Deceased           |
| İrith Kizbizadil, Leatherworker                               |                     |             | Missing            |
| Nil Olinbabin, Billy Goat <Tame>                              |                     |             | Deceased           |
| Zan Əzdumat, Dwarven Child                                    |                     |             | Deceased           |
| Mosus Kordamdodók, Swordsdwarf                                |                     |             | Deceased           |
| Onget Kudustmedtoh, Dwarf Fish Dissector mutant               |                     |             | Deceased           |
| Atis Nazushlorham, Fishery Worker                             |                     |             | Deceased           |
| 'imic' Äskatthir, Hammerdwarf                                 |                     |             | Deceased           |
| Carol Meberal, Miller                                         |                     |             | Deceased           |
| Goden Logendeler, Cook                                        |                     |             | Deceased           |
| Iden Stettadthob, Dwarven Child                               |                     |             | Deceased           |
| Likot Asteshsastres, Dwarven Child                            |                     |             | Missing            |
| Udil Nokgolkol, Holistic Spawn Child                          |                     |             | Deceased           |
| Zaneg Zegfikod, Fishery Worker                                |                     |             | Deceased           |
| Minkot Ämostâkil, Weaver                                      |                     |             | Deceased           |
| İngish Udistustuth, Hunter                                    |                     |             | Missing            |
| Sarvesh İdoskel, First Well Dwarf                             |                     |             | Deceased           |
| Pikod Thimshurustuth, Poult <Tame>                            |                     |             | Missing            |
| v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Manager, r: Remv Cre |                     |             |                    |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-16.png.html)

We still can salvage the situation... Around thirty dwarves are there outside. While the spawn are busy dealing with the pack animals, we're gonna open the doors to let the survivors in.

Citizens <65>

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-17.png.html)

More abomination join the fight as the migrant run around, startling other hosts.

|                                              |         |
|----------------------------------------------|---------|
| Tareṁ Kûbukrigðth, Holistic Spawn Wrestler   | Invader |
| Sazir Tathtatrâsh, Holistic Spawn Wrestler   | Invader |
| Dakost Rintarkinem, Holistic Spawn Wrestler  | Invader |
| Astesh Alâthsôd, Holistic Spawn Wrestler     | Invader |
| Ducin Thatthilusân, Holistic Spawn Wrestler  | Invader |
| Rith Kivishkâctâk, Holistic Spawn Wrestler   | Invader |
| Zagith İbruknêcik, Holistic Spawn Wrestler   | Invader |
| Rimtar Salulkogan, Holistic Spawn Wrestler   | Invader |
| Zon Fathlimûr, Holistic Spawn Wrestler       | Invader |
| Shistsak Zasitdaros, Holistic Spawn Wrestler | Invader |
| Urosh Edirasiz, Holistic Spawn Wrestler      | Invader |
| Datan Ushangzaneg, Holistic Spawn Wrestler   | Invader |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-18.png.html)

The carts keep coming... Nice day for the ambushers.

Citizens <72>

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-20.png.html)

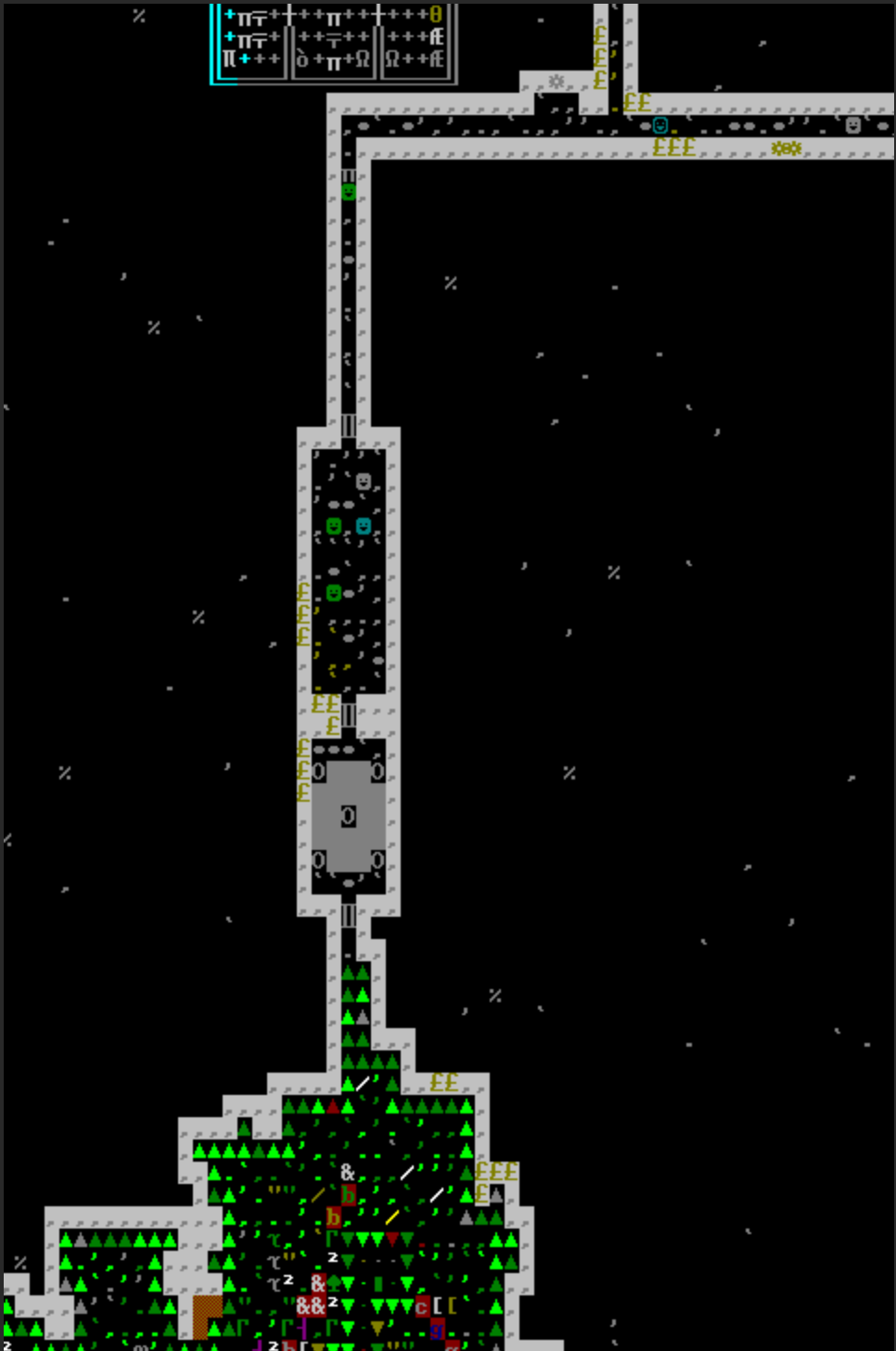
Move it, you fools!





(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-21.png.html>)

We are preparing our own ambush in case someone univited tries to enter.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-23.png.html>)

As the migrants are proseedin further into the fortress, the spawn are pretty much done killing everything ouside and make a move for the entrance... They are met with bolts. Before the outer bridge is raised, one of the monsters slipt in through, darting at the soldiers. They put up a good fight against the invader.

The Holistic Spawn Wrestler stands up.  
The flying <-copper bolt-> strikes The Holistic Spawn Wrestler in the head, tearing the muscle, chipping the skull and tearing the brain!  
A tendon in the skull has been torn!  
The <-copper bolt-> has lodged firmly in the wound!  
The Holistic Spawn Wrestler jumps away from The flying <+copper bolt+>!  
The Swords dwarf attacks The Holistic Spawn Wrestler but He jumps away!  
The Swords dwarf attacks The Holistic Spawn Wrestler but He jumps away!  
The Holistic Spawn Wrestler bites The Swords dwarf in the right upper leg, bruising the fat through the <pig tail fiber coat>!  
The Holistic Spawn Wrestler latches on firmly!  
The Swords dwarf bashes The Holistic Spawn Wrestler in the left lower leg with his <iron crossbow>, bruising the fat!  
The flying <copper bolt> strikes The Holistic Spawn Wrestler in the head from behind, tearing the muscle and chipping the skull!  
A tendon in the skull has been torn!  
The Swords dwarf breaks the grip of The Holistic Spawn Wrestler's teeth on The Swords dwarf's right upper leg.  
The Swords dwarf attacks The Holistic Spawn Wrestler but He jumps away!  
The Holistic Spawn Wrestler claws The Swords dwarf in the left upper leg with his first claw, right hand, bruising the muscle through the <pig tail fiber coat>!  
The flying <-copper bolt-> strikes The Holistic Spawn Wrestler in the upper body from behind, tearing the muscle and tearing the liver!  
The Swords dwarf charges at The Holistic Spawn Wrestler!  
The Swords dwarf misses The Holistic Spawn Wrestler!  
The Swords dwarf collides with The Holistic Spawn Wrestler!  
The Holistic Spawn Wrestler is knocked over!  
The Swords dwarf bashes The Holistic Spawn Wrestler in the left foot with his <iron crossbow>, bruising the skin!  
→The Swords dwarf bashes The Holistic Spawn Wrestler in the right upper leg with his <iron crossbow>, bruising the fat!

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-24.png.html>)

It seems that only eleven migrants were able to make it to the fortress. Unfortunately, the battle isn't over, for some of the snipers seem to have been either mildly scratched or bitten by the spawn... They seem fine now, but what will come next?

| Dwarf Fortress                                          |                           |
|---------------------------------------------------------|---------------------------|
| Citizens <59>                                           | Pets/Livestock <43>       |
| Others <65>                                             | Dead/Missing <669>        |
| Besnar Lumashustuth, Miner                              | On Break                  |
| 'NCommander' Tiristvudthar, Miner                       | Construct rock Coffin     |
| Rigòth Dumatvouthil, Siege Trainee                      | Pickup Equipment          |
| Kol Umerèzun, Miner                                     | Store Item in Bin         |
| Ustuth Katlikot, mayor                                  | Sleep                     |
| Rigòth Gâkîzkilrud, Carpenter                           | Store Item in Bin         |
| Stodir Sîknugoddom, Woodcutter                          | Store Item in Bin         |
| 'Mastercrasher' Othôseshtân, Overseer                   | Sleep                     |
| Urvad Lelumsazir, Animal Dissector                      | Store Item in Stockpile   |
| Olin Ensebushat, Legendary Armorsmith                   | Sleep                     |
| Tekkud Edêmlorsîth, bookkeeper                          | Eat                       |
| Logem Degêlastesh, Furnace Operator                     | Smelt native copper Ore/R |
| Kulet Gimlibash, Gem Cutter                             | Store Item in Bin         |
| Atis Rigòthokol, Gem Setter                             | No Job                    |
| Tulon Betanalâth, Gem Setter                            | Store Item in Stockpile   |
| Mebzuth Isethasob, Literal Survivor                     | Eat                       |
| èrith Risenmishthem, chief medical dwarf                | Pickup Equipment          |
| Degêl idathrigòth, Leatherworker                        | Make rock Crafts/R        |
| Logem Oddomdodók, Leatherworker                         | Rest                      |
| Mûthkat Esmulcerol, Stonecrafter                        | Store Item in Stockpile   |
| Athel Ozorlogem, Stonecrafter                           | No Job                    |
| Zefon Idoltar, Strand Extractor                         | Construct rock Coffin     |
| 'Mr.Furg' Obokbâsen, Confused Tourist                   | No Job                    |
| Kivish Orrunled, Weaver                                 | Store Item in Stockpile   |
| Litast Bomrekdodók, hammerer                            | Extract Metal Strands/R   |
| Kib Telingthikut, Farmer                                | Store Item in Stockpile   |
| Stodir Lanlarolin, Farmer                               | No Job                    |
| Adil Sâkzulustuth, Beekeeper                            | Drink                     |
| Sazir Arakkikrost, militia commander                    | Eat                       |
| Kib Kolmôrul, Herbalist                                 | No Job                    |
| Urdin Môzirnish, Lye Maker                              | Store Item in Bin         |
| Domas Ostcog, Milker                                    | On Break                  |
| Ducin Ugutasob, Planter                                 | Store Item in Bin         |
| Zaneg Irerush, Planter                                  | Sleep                     |
| Adil Othilcatten, broker                                | Plant Seeds               |
| 'DoleusDoleus' ôriden Idithîlul Lorban, Lunatic Cultist | Store Item in Bin         |
| Sigun Asênsigun, militia captain                        | Pickup Equipment          |
| Mestthos Laiturstâkud, Surgeon                          | Store Item in Bin         |
| Atir Ihosbutkeskal, Suturer                             | Pickup Equipment          |
| Etur Kiblulâr, Trader                                   | Pickup Equipment          |
| Alâth Kegethuzol, Peasant                               | Store Item in Stockpile   |
| Iden Enshalvucar, Survivor                              |                           |
| Likot Inedlegon, Survivor                               |                           |
| Olon Tholetalâth, Sacrifice                             |                           |
| Vucar Rerrasèrith, Sacrifice                            |                           |
| Atir Zasitasob, Sacrifice                               |                           |
| Cerol Dodóknish, Sacrifice                              |                           |
| Sodel Urvadudiz, Dwarven Child                          |                           |
| Unib Bekarast, Dwarven Child                            |                           |
| Minkot Sanusalâth, Dwarven Child                        |                           |
| EdÊm Mishudib, Dwarven Child                            |                           |
| Rakust Oboklerom, Dwarven Child                         |                           |
| Nomal Eshensolon, Dwarven Child                         |                           |
| Doren Dastmomuz, Dwarven Child                          |                           |
| Nil Ebalerush, Dwarven Child                            |                           |
| Fikod Uristzoluth, Dwarven Child                        | Pickup Equipment          |
| Zuntir Zuntîrid, Dwarven Child                          | Pickup Equipment          |
| Iden Môrulrigòth, Dwarven Child                         | Pickup Equipment          |
| Solon Dodókikud, Dwarven Child                          |                           |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-25.png.html>)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 25, 2016, 09:19:53 am**

Woohoo, I'm considered a madman. A madman with a grate!

Great update.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **July 25, 2016, 10:57:11 pm**

This place (and the associated players) continues to amaze me.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 26, 2016, 02:56:00 am**

My question at this point is where the *hell* are all of these holistic bone artifacts coming from? Severed spawn arms do in fact turn into craftable bones but we've kinda been making it a point to avoid having to engage with them for the past 10 in-game years. Wait I just realised, we've reclaimed a bit of the old fort, yeah? There are corpses of turned dwarves literally everywhere. *It's not impossible we've been making artifacts from the mutated bones of our former citizens.*

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **DoleusDoleus** on **July 26, 2016, 09:54:30 am**

Quote from: Mr Frog on July 26, 2016, 02:56:00 am

My question at this point is where the *hell* are all of these holistic bone artifacts coming from? Severed spawn arms do in fact turn into craftable bones but we've kinda been making it a point to avoid having to engage with them for the past 10 in-game years. Wait I just realised, we've reclaimed a bit of the old fort, yeah? There are corpses of turned dwarves literally everywhere. *It's not impossible we've been making artifacts from the mutated bones of our former citizens.*

I feel that this is appropriate. (<https://www.youtube.com/watch?v=61L6hB7c1bg>)

*It seems that the spawn have finished ravaging the crashed caravan and are now hiding in the the bushes around. The road is littered with rotten bodies of pack animals and scattered belongings of the recent migrants. There is someone still screaming up there in the forest, so I am pulling the lever and sending Sheka outside with a reconnasaince mission.*

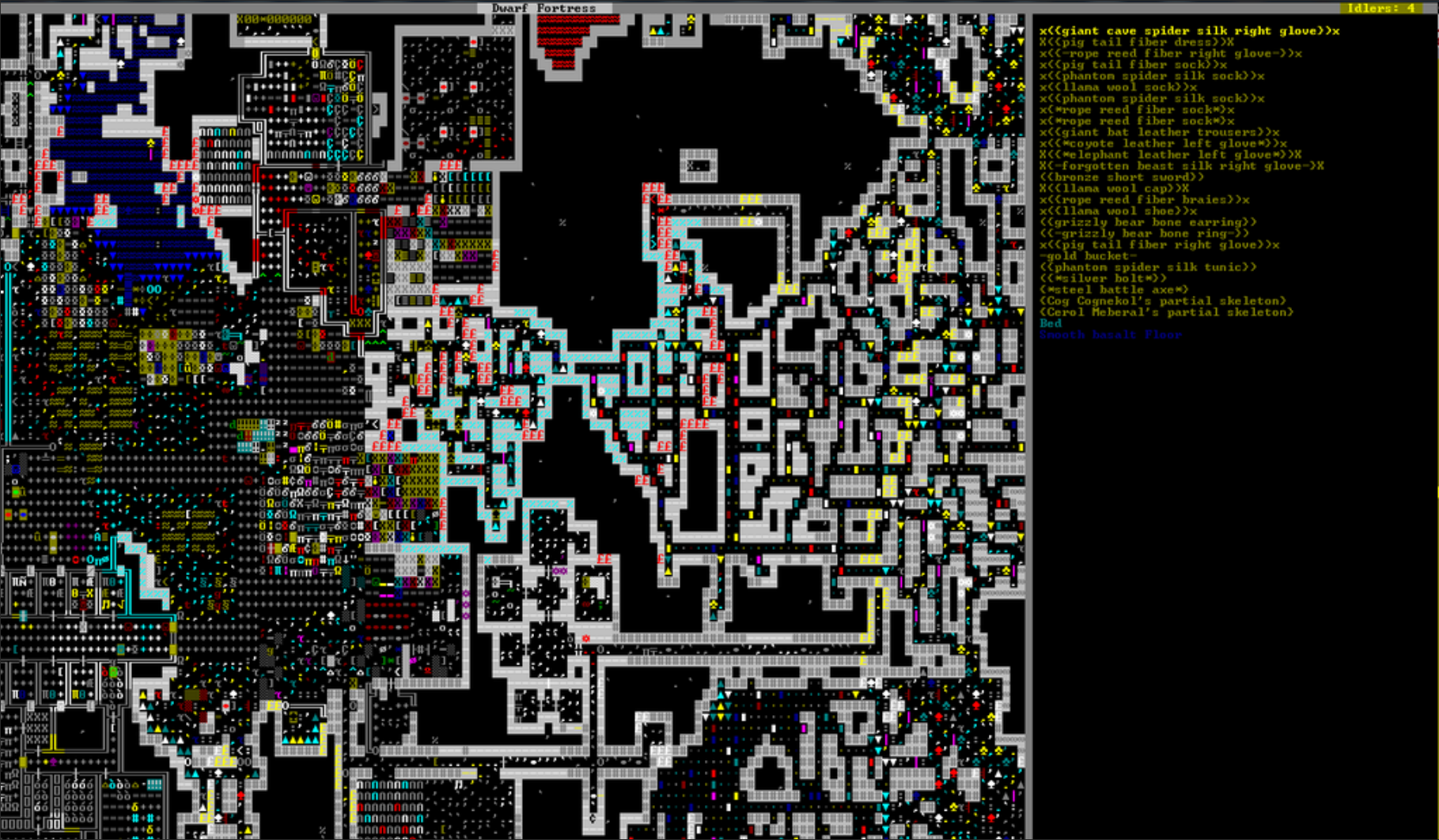
*Eh, there was no need for a stealthy approach. They can smell us pretty well it looks like... A group of Spawn infiltrated the southern airlock and were about to reach the inner fortress when I smashed the safety bridge back into place. Got them trapped inside. Its makes two contaminated airlocks for us now.*



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-26.png.html>)

*The hospital room is... Just plain filthy. And full of corpses. There were two Cogs there. It means "Boot", right.*

*Well, someone gotta clean it up before- Uh, I come in during inspection and smash their face in.*



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-28.png.html>)

*Things have been going rather calm recently. Sheka has been busy sraping the walls and howling, so I had to take over the secretaries office for a couple of days. Might I say, there are a lot of reports... It seems that a survivor of a caravan massacre has been running and hiding in the woods from spawn. She screams whenever she stumbles across a dead body.*



Stukos Asmelnabâr, Wax Worker has been missing for a week.  
Kulet Gimlibash, Gem Cutter cancels Bait Trap with Meat: Needs meat.  
The Stray Poult <Tame> has been missing for a week.  
Feb Idashmeng, Soap Maker has been missing for a week.  
Mörul Inguleshtë, Spinner has been found dead.  
Tholtig Öslanzimesh, Cat <Tame> has been found dead.  
Mebzuth Isethasob has become a Recruit.  
Atír Thosbutkeskal has become a Marksdwarf.  
Adil Othilcatten has become a broker.  
Sazir Arakkikrost has become a militia commander.  
Sigun Asënsigun has become a militia captain.  
Kol Umerëzum has become a Marksdwarf.  
Logem Oddomdodók has become a Swordsdwarf.  
Rigöth Dumatvuthil has become a Marksdwarf.  
Urdim Mözirnish has become a Swordsdwarf.  
Adil Sâkzulustuth has become a Speardwarf.  
Mebzuth Râshërith, Fishery Worker has been missing for a week.  
Urvad Kosothnitig, Glassmaker has been found dead.  
Obok Kadolodur, Carpenter has been missing for a week.  
Feb Idashmeng, Soap Maker has been found dead.  
Sodel Gérigatis, Turkey Gobbler <Tame> has been missing for a week.  
Ral Ushatlibad, Woodcrafter has been missing for a week.  
Zaneg Irerush, Planter cancels Slaughter Animal: Animal inaccessible.  
Kulet Gimlibash, Gem Cutter cancels Bait Trap with Meat: Needs meat.  
Kulet Gimlibash, Gem Cutter cancels Bait Trap with Fish: Needs fish.  
Kulet Gimlibash, Gem Cutter cancels Bait Trap with Meat: Needs meat.  
Urvad Dalzatzaneg, Fish Dissector has been missing for a week.  
Kib Kolmörul, Herbalist cancels Place Item in Tomb: Interrupted by Holistic Spawn Wrestler.  
Ral Abodtun, Farmer has been missing for a week.  
Lorham Rovodushil, Dwarfen Child has been found dead.  
Urvad Lelumsazir, Animal Dissector cancels Place Item in Tomb: Item inaccessible.  
ðnul Löruröl, Keet <Tame> has been missing for a week.  
Zon Otinoslan, Ghostly West has risen and is haunting the fortress!  
Medtob Zonugut, Carpenter has been found dead.  
Mebzuth Kuletvukrig, Spinner has been missing for a week.  
Adil Alakönul, Hammerdwarf has been missing for a week.  
Zaneg Irerush, Planter cancels Slaughter Animal: Animal inaccessible.  
Id Izegalâth, Brewer has been found dead.  
Kulet Gimlibash, Gem Cutter cancels Bait Trap with Meat: Needs meat.  
Mûthkat Vabôkbidok, Blacksmith has been missing for a week.  
Kulet Gimlibash, Gem Cutter cancels Bait Trap with Meat: Needs meat.  
Uzol Nekutvutok, Pump Operator has been missing for a week.  
ûshrîr Rovodrabed, Farmer has been found dead.  
ërith Kizbizadil, Leatherworker has been found dead.  
Tulon Betanalâth, Gem Setter cancels Store Item in Stockpile: Interrupted by Greater Spawn.  
'Mastercrasher' Othôseshtë, Overseer cancels Bait Trap with Fish: Needs fish.  
'Mastercrasher' Othôseshtë, Overseer cancels Bait Trap with Meat: Needs meat.  
Tekkud Alâthakmam, Cavy Pup <Tame> has been missing for a week.  
→Alâth Kegethuzol, Peasant cancels Store Item in Stockpile: Interrupted by Greater Spawn.

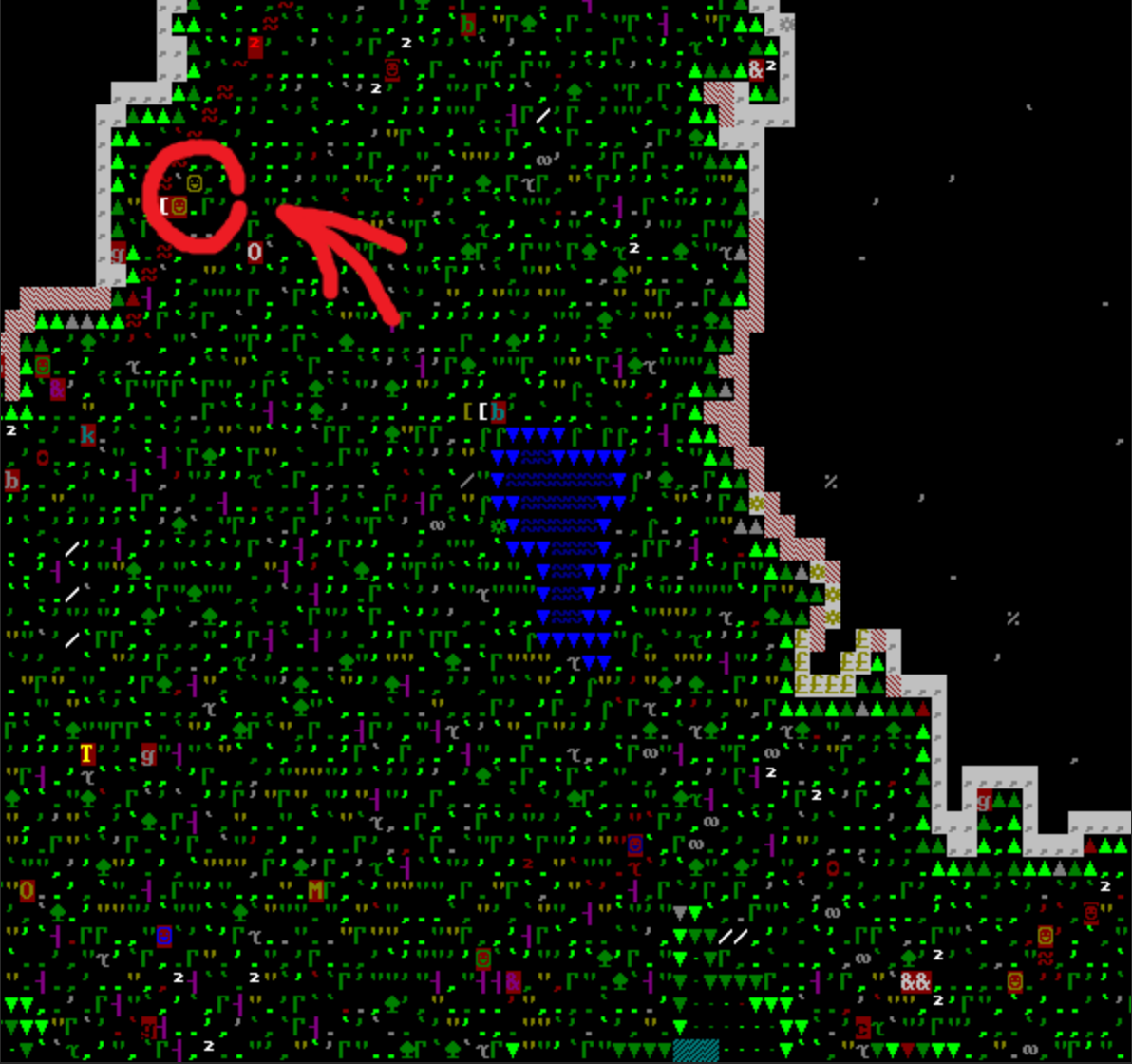
(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-29.png.html>)

So, we have to deal with the spawn infestation problem somehow. I say, a great opportunity for our militia dwarves to have some live ammo training. Unfortunately, the engravers are way too scared to work this close to Spawn, even when protected by a stonewall... So they all have to use a tiny embrasure taking turns. That's what they call "temporary inconvenience", I presume?



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-30.png.html>)

Alright, our spotters have found the escaped caravaneer. She's really starting to piss me off. One more scream, and I am having the gates opened!



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-31.png.html>)

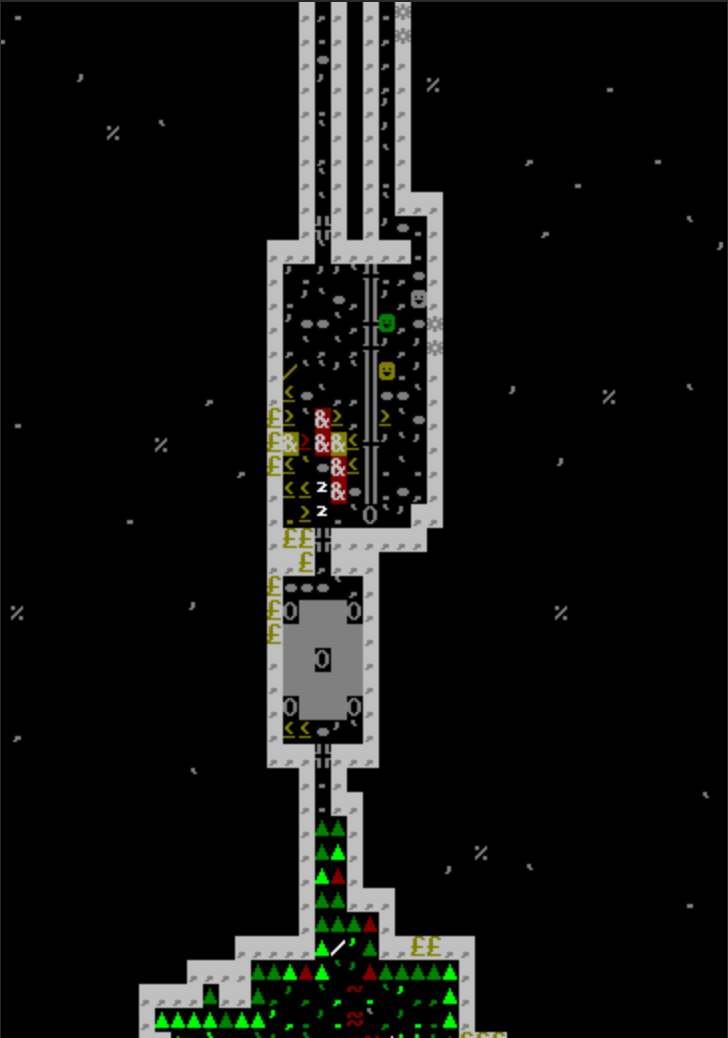
Well, since that woman is so persistent, I decided to give her a chance. She missed the entrance the first time fleeing from spawn, but, luckily for us, the Spawn clearly ignore the gaping hole in the ground as well. Although we had a conveniently placed turkey there, that would have held back the invaders before I reached the levers, in case thing went hairy.

I am impressed. Seconds before we had the bridge raised, the lucky farmer slipped inside the airlock. I thought for a second that we would lose two dwarves there, but, well. Who would have guessed. A dwarf! Saved! Themselves! Only in Clobbermountains.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-32.png.html>)

Very well! the spawn purging is almost complete! Those siege engineers must have learned something from the previous commander. At least, the don't miss too often now.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-33.png.html>)

Eheh. It seemed for a moment that those traders would be able to reach the southern outpost. A spawn-infested wood had it corrected.

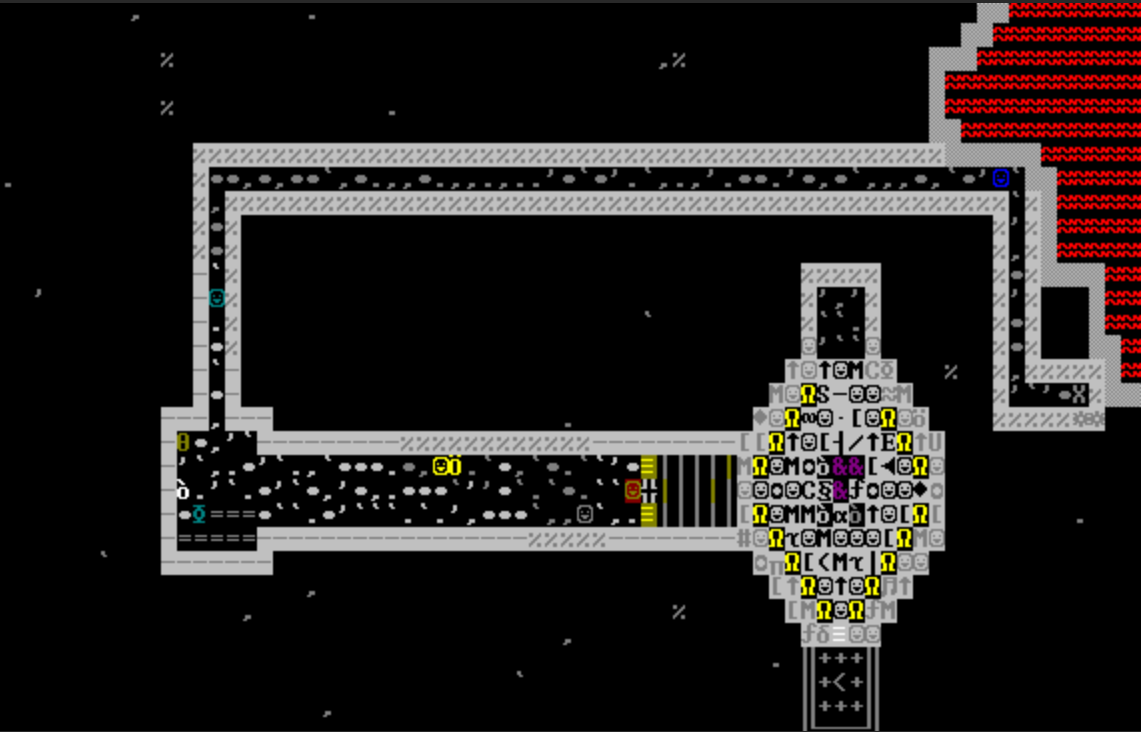
A cloud of seething mist has drifted nearby!  
→A elven caravan from Imiwa Sila has arrived.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-34.png.html)

The other day, some locals have tried to set a statue near the newly-bulit contraption corridor, and found Her Guadiness' mummified corpse tied between the doors. What is this place!? I am pretty sure that place was empty in the morning and this body... Was somewhere in the spawn-controlled territory.

How... Unsettling.

Who could have it been? Moving past a group of superspawn unnoticed... Dragging the body... Back into the civilised part of the fortress. Sheka? I doubt so. Sound like Archivist's work. But for what purpose? Or... I would have been genuienly scared if not for the... Obvious limitations.



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-35.png.html)

Anyway, before any further dealings with spawn, I am having the regulars wear some of that bling-bling they have in here. They are still to be fully equipped though. The rest can have some iron armor suits in the meantime.

| The Military of Avédonol                                                                                                                                                                                                        |                             |               |                |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------|---------------|----------------|
| U: View/Customize   U: Assign uniforms   P: Pri/Assignments   Enter: Del item<br>A: Armor   L: Legs   H: Helm   G: Gloves   B: Boots   S: Shield   W: Weapon<br>M: Material   C: Color   r: Replace clthng   m: Partial matches |                             |               |                |
| SQUADS/LEADERS                                                                                                                                                                                                                  | SQUAD POSITIONS             | POSITION      | UNIFORM        |
| Sniper Squad                                                                                                                                                                                                                    | 1. Szt Arkkkrst, mlt cmndr  | *adamantine   | mail shirt*    |
|                                                                                                                                                                                                                                 | 2. Adil Sâkzulstth, Sprdwrf | adamantine    | helm           |
|                                                                                                                                                                                                                                 | 3. Atîr Thsbtkskl, Mrksdwrf | *adamantine   | greaves*       |
|                                                                                                                                                                                                                                 | 4. Kol Umerèzum, Marksdwarf | *adamantine   | right gauntlet |
|                                                                                                                                                                                                                                 | 5. Rigòth Dumatvthl, Sg Irn | +adamantine   | left gauntlet+ |
|                                                                                                                                                                                                                                 | 6. Mbzth Isthsb, Ltrl Srvvr | *adamantine   | high boot*     |
|                                                                                                                                                                                                                                 | 7. Urdim Mözrnsh, Swrdsdwrf | *adamantine   | high boot*     |
|                                                                                                                                                                                                                                 | 8. Adil Othilcatten, broker | indiv choice, | ranged         |
|                                                                                                                                                                                                                                 | 9. Logm Oddmddók, Swrdsdwrf |               |                |
|                                                                                                                                                                                                                                 | 10. Sigun Asënsn, mlt cptn  |               |                |
| p: Positions   a: Alerts   e: Equip   n: Uniforms   u: Supplies   f: Ammunition<br>ESC: Done   234689: Move selector   s: Schedule                                                                                              |                             |               |                |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-36.png.html)

Uh, that was a bit too early. The mauled superspawn from the eastern airlock was let loose before the soldier could properly equip themselves.





([http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-37\\_1.png.html](http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-37_1.png.html))

The fortress if currently in a state of emergency. No, it hasn't been yet! Had NCommander gather up the citizens to put up some fight at least. The previous time, a squad of decently armed and trained dwarves got destroyed in minutes. Let's see how they fare now.

It was... Rather messy. Gore, vomit and severed bodyparts everywhere

The Military of Avédonol

4 squads, 39 soldiers, 39 active      Inactive: No scheduled order  
Squad: 9/10 Wrestlers              c: Cancel kill              N: Name squad  
d: Disband squad

| SQUADS/LEADERS       | SQUAD POSITIONS             | CANDIDATES                   |
|----------------------|-----------------------------|------------------------------|
| The Hanes of Bending | 1. Oln Enshsht, Lgndry Arar | Adil Othilcatten, broker     |
| Sniper Squad         | 2. AVAILABLE                | Degël Idathrigòth, Marksdwrf |
| The Golden Sorcerers | 3. Mùthkt Esmlcr1, Mrksdwrf | Athel Ozorlogem, Marksdwarf  |
| The Granite Escorts  | 4. 'Mr.Frg' Obkbâsn, Cnfsd  | Etur Kiblulâr, Axedwarf      |
| militia captain      | 5. 'Mstrcrshr' Othôsshtân,  | Kib Telingthikut, Speardwrf  |
| militia captain      | 6. Ustuth Katlikot, mayor   | Tekkud Edëmlorsîth, bookkpr  |
| militia captain      | 7. Ducim Ugutasb, Swrdsdwrf | 'DlsDlss' órda Idthill Lrbm  |
| militia captain      | 8. Litast Bomrekddók, hmrr  | Zefon Idoltar, Marksdwarf    |
| militia captain      | 9. Zaneg Irerush, Marksdwrf | èrth Risnmshtm, chf ndcl d   |
| militia captain      | 10. Besmar Lmshstth, Mcdwrf | 'NCmmandr' Trstvdthr, Swrdsd |
|                      |                             | Rigòth Dunatvuthil, Sig Trn  |

p: Positions    a: Alerts    e: Equip    n: Uniforms    u: Supplies    f: Ammunition  
ESC: Done              234689: Move selector              s: Schedule

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-38.png.html>)

The blood... It smells off. It came from dwarves, but it's not totally dwarven or something. Did it mix with something? On the other note, the creature's... Bodily fluids. They freeze right away.

How... Suspicious.

Dwarf Fortress

Idlers: 0

<Mebzuth Isethasob's head>  
gabbro Cavern Floor  
A pile of vomit  
A spattering of 'Mr.Furg' Pillarsprays's unknown cre  
A spattering of Urvad Vanedbridge's dwarf blood  
A spattering of dwarf blood  
A spattering of Mebzuth Questboard's unknown creatur

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-39.png.html>)

The militia commander managed to land a lucky shot... What a badass. That troll training must have really paid off.

Adil Sâkzulustuth, SpeardwarfStore Item in Bin  
Sazir ârakkikrest, militia commanderPickup Equipment

One Notable Kill

Loneville the Juice-Ghost of Thieves the greater spawn, d. 219

Eight Other Kills

Eight trolls (8) in The Earthen Swamps

The Swordsdwarf punches The Greater Spawn in the left wing from behind with her right hand, bruising the muscle!  
The Marksdwarf bashes The Greater Spawn in the right upper arm with her C-silver crossbow, bruising the fat!  
The Swordsdwarf punches The Greater Spawn in the right upper leg from behind with her right hand, bruising the muscle!  
The bookkeeper kicks The Greater Spawn in the upper body with his right foot, bruising the fat!  
The Marksdwarf bashes The Greater Spawn in the right lower leg with her C-silver crossbow, bruising the fat!  
The Greater Spawn claws The Hamsdwarf in the right eyelid with her first claw, right hand, bruising the skin through the (grimly bear leather coat)!  
-The flying C-copper bolt- strikes The Greater Spawn in the upper body, tearing the muscle and chipping the heart!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-41.png.html)

We've lost at least two dwarves in this scramble. Mr. Furg now lacks both his legs. Huh, but what if he turns... We should watch out for NCommander as well.

Mr. Furg' Obokhâsen, "Mr. Furg' Pillarspray", Confused Tourist

'Mr. Furg' Obokhâsen has been fine lately. He has witnessed death. He has complained about the draft lately. He admired a fine Pound Road lately. He slept in a very good bedroom recently. He dined in a legendary dining room recently. He has complained of hunger lately. He has complained of thirst lately. He was disgusted by a miasma lately. He sustained major injuries recently. He is married to Atir Channelsumers. He is the son of Sihrek Splashlashed and Carol Strokerazers. He is a casual worshipper of Lunan and a worshipper of ôk Cradledsave. He is a citizen of the Purple Land. He is a member of the Explaining Bodices. He is a former member of The Galley of Certainty. He arrived at Roodnooi on the 28th of Hemotite in the year 218. He is thirty-seven years old, born on the 4th of Slate in the year 182. His right lower arm is broken. His right lower leg is broken. He is corpulent. His heliotrope eyes are slit. His hair is extremely long. His ears are short. His lower left back teeth is gone. His upper left back teeth is gone. His nose bridge is slightly convex. His eyes are slightly protruding. His head is somewhat narrow. His head bears the marks of old wounds, including a very short straight scar. His hair is golden yellow. His right foot is gone. His left upper leg is gone. His skin is sepia. He is slow to live, but he is susceptible to disease and very flimsy. 'Mr. Furg' Obokhâsen likes limebite, sterling silver, brown jasper, rope reed fiber fabric, the color spring green, battle axes, leather armor, armor stands, rings and ballista arrows. When possible, he prefers to consume gray hamper, doveven beer, whip vine flour and pig tail seeds. He absolutely detests leeches. He has a stunning feel for special relationships, a good feel for social relationships, a good intellect and a good kinesthetic sense, but he has weaker creativity, an iffy memory and an iffy sense for music. He has a calm demeanor. He is quick to anger. He is somewhat reserved. He tends to avoid crowds. He can be very happy and optimistic. He admires tradition. He is candid and sincere in dealings with others. He would never deny his own needs just to compromise with somebody else. He is very disorganized. He is easily distracted during conversations when he's bored. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time. He is a hardened individual. A short, sturdy creature fond of drink and industry.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-42.png.html)

They found the axedwarf. No shit, sir. He is definetely an ex-dwarf.

(I got jumped at by Sheka for that. Gotta watch out next time when going for a sweet pun).

'NCommander' Tiristvudthar, Miner cancels Recover Wounded: Resting injury.  
→iton Edëmbatôk, Axedwarf has been found dead.  
Atis Alâthrithlut, Goat Kid (Iame) has been found dead.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-43.png.html)

Uh, just finish it off already! What if someone comes...



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-44.png.html)

...From that fucking direction. I stronly recommend that you finally PUT YOUR SHIT TOGETHER and SHOOT THE BLOODY THING DEAD before I bite your face off.

Adil Sâkzulustuth, Speardwarf cancels Sleep: Interrupted by Holistic Spawn Wrestler.  
→Some migrants have arrived, despite the danger.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-45.png.html)

This time, we got some... ten or eleven newcomers, all of them were able to reach the burrow, even the heavily wounded mechanic who crawled to the airlock heroically right before we closed it. How... Law-abidingly of him. Also, the last heavily mauled spawn survived the beating and escaped , clearing it's path with claws and sweeping aside the frightened migrants. It has probably fled already.



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-46.png.html)

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **July 27, 2016, 04:36:10 pm**

I received a detailed report from the local farmers describing the state of our agriculture. Not sure if it's really that blooming or they're just trying to honey me.

```
An animal has grown to become a Stray Turkey Gobbler.
An animal has grown to become a Stray Turkey Hen.
An animal has grown to become a Stray Turkey Gobbler.
An animal has grown to become a Stray Turkey Hen.
An animal has grown to become a Stray Turkey Gobbler.
An animal has grown to become a Stray Turkey Hen.
An animal has grown to become a Stray Turkey Gobbler.
→An animal has grown to become a Stray Turkey Hen.
```

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-47.png.html)

How... Wonderful. I did not know we had such a thing in stock. Is it going to guard our southern gates now? Well, it doesn't seem to move much around so...

```
→An animal has grown to become a Llama mutant.
```

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-49.png.html)

The citizen guard is gaining it's momentum, slowly but surely. We have plenty of recruits and a stable production of copper bolts.

|                                      |                         |
|--------------------------------------|-------------------------|
| Sazir Arakkikrost, militia commander | Go to Archery Practice  |
| Rigöth Dumatvuthil, Siege Trainee    | Go to Archery Practice  |
| Adil Säkzulustuth, Marksdwarf        | Soldier <no activity>   |
| Atir Ihoshutkeskal, Marksdwarf       | Go to Archery Practice  |
| Sigun Asënsigun, Marksdwarf          | Seek Infant             |
| Kol Umerëzun, Marksdwarf             | Store Item in Stockpile |
| Kulet Gimlibash, Marksdwarf          | Go to Archery Practice  |
| Stodir Sihnugoddom, Marksdwarf       | Soldier <no activity>   |
| Dumed Rigöthidath, Marksdwarf        | Store Item in Stockpile |
| Bespar Thikutast, Marksdwarf         | Go to Archery Practice  |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-50.png.html)

The spotters came in, telling about some armed dog people to the south. Well, time to put that llama to test!

| Dwarf Fortress                   |                     |             |                    |
|----------------------------------|---------------------|-------------|--------------------|
| Citizens <66>                    | Pets/Livestock <44> | Others <59> | Dead/Missing <683> |
| Chigibleekis, Kobold Swordsman   |                     |             | Invader            |
| Bigidistlangin, Kobold Swordsman |                     |             | Invader            |
| Blobokogugus, Kobold Swordsman   |                     |             | Invader            |
| Stleelus, Kobold Swordsman       |                     |             | Invader            |
| Gobolrulis, Kobold Swordsman     |                     |             | Invader            |
| Sofofojrildis, Kobold Bowman     |                     |             | Invader            |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-51.png.html)

That didn't take too long. They chopped it into fancy llama strips as soon as they saw it.





(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-52.png.html)

The caravan! And no spawn around this time. It'll be the first time we reseived some correspondence from the kingdom for quite in a while.

The Llama mutant has bled to death.  
→A human caravan from Dur Rabin has arrived.  
Their wagons have bypassed your inaccessible site.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-53.png.html)

No kobold can probably match a human knight or a longbow at least... Not the ones I know. Anyway, the caravan guards sucessfully defended themselves against the bow-wielding kobold ambushers and are driving the carts toward the entrance... Have so send some dwarf outside to meet them.

Iden Urvadkiivish, Blacksmith has been found dead.  
'Agrela' Astelurdim, Executioner has been found dead.  
An ambush! Skulking vermin!  
→Merchants have arrived and are unloading their goods.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-55.png.html)

Had to conduct some research concerning the Shriek... I'd thought for a moment that my ears would fall off, but it was sucessful! The superspawn seem to be able to scream pretty often and hardly tire after that. As a side effect, we now have two newborn spawn fighting in the sealed off corridor. What a shame.



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-56.png.html)

\*There are some empty pages after that, a few covered with inkstains\*.

The project has been processing... Way too slow. I can't! I don't want to be stuck in here! We have to do something! There-

...Won't see it coming. Yeah. That settles it.

We're assembling three new squads, both veterans and recruits in them. All citizens are conscripted but two miners who will have a very special assignment. Yes.

| The Military of Avédonol                                                             |                             |                             |
|--------------------------------------------------------------------------------------|-----------------------------|-----------------------------|
| 4 squads, 40 soldiers, 10 active      Inactive: No scheduled order                   |                             |                             |
| Squad: 1/1 Axedwarf, 9/9 Wrestlers      N: Name squad                                |                             |                             |
| d: Disband squad                                                                     |                             |                             |
| SQUADS/LEADERS                                                                       | SQUAD POSITIONS             | CANDIDATES                  |
| captain of the guard                                                                 | 1. Rgðth Gâkîzkîrd, mlt cpt | Degðl İdathrgðth, Crftsdwrf |
| Sniper Squad                                                                         | 2. Oln Ensbsht, Lgndry Armr | Athel Ozorlogem, Stonecrftr |
| Adventures of Rock                                                                   | 3. Mûthkt Esmlcrî, Stncrftr | Etur Kiblulâr, İrader       |
| The Rumored Channels                                                                 | 4. 'Mr.Frg' Obkbâsn, Cnfsd  | Kib Telingthîkut, Farmer    |
| Pulleys of Memory                                                                    | 5. 'Mstrcrshr' Othôsshtân,  | Tekkud Edêmlorsîth, bookkpr |
| militia captain                                                                      | 6. Ustuth Katlikot, mayor   | 'DlsDlss' ôrdn İdthîll Lrbm |
| militia captain                                                                      | 7. Ducin Ugutasob, Planter  | Zefon İdoltr, Strnd Extretr |
| militia captain                                                                      | 8. Litast Bomrekddók, hmrr  | erth Rîsnmshthm, chf mdcl d |
| militia captain                                                                      | 9. Zaneg İrerush, Planter   | 'NCommander' İrstudthr, Mnr |
| militia captain                                                                      | 10. Besmar Lumashustth, Mnr | Rigðth Dumatvuthîl, Sig İrn |
|                                                                                      |                             | Adil Sâkzulustuth, Mrksdwrf |
| p: Positions    a: Alerts    e: Equip    n: Uniforms    u: Supplies    f: Ammunition |                             |                             |
| ESC: Done      234689: Move selector      s: Schedule                                |                             |                             |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4%20ALT%201.png.html)

That's what I like to see... Everyone getting prepared. Getting equipped. I want the newbies to receive at least basic training before... You know.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4%20ALT%202.png.html>)

Station  
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Pickup Equipment  
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Station  
Store Item in Bin  
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Pickup Equipment  
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Station  
Station  
Station  
Drink  
Pickup Equipment  
Pickup Equipment  
Station  
Station  
Station  
Station

Ten hours till hour H. The insertion point will be a small shaft leading to top levels, I hope the miners will hurry a bit so we can-

*The first dwarves comes in. The fabled fortress greets us with eerie silence... The air is cold and musty and full of dust.*

*The first dwarves slip in. They will die... Or take back what is theirs.*



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4%20ALT%205.png.html>)

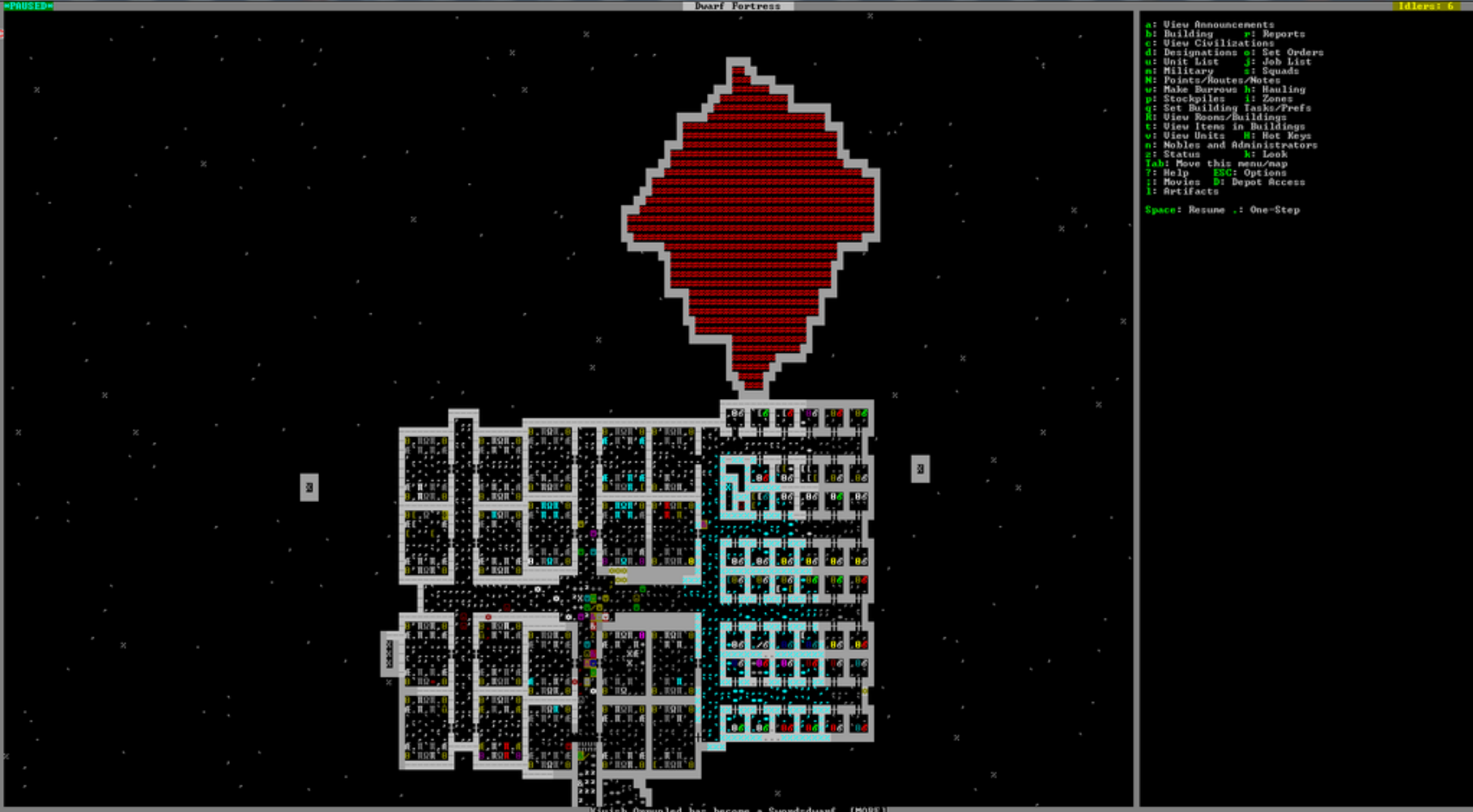
Our first target is a heavily mauled superspawn at the top. I hope we can take it out before-

\*The rest of the page is soaked in ink\*

As soon as the scouts reported back their first findings, the rest of the fighting dwarves embarked on their seemingly impossible quest. They were but a motley crew of old veterans, hunters, recuperated wounded and simple recruits hardened by years of intence struggle against the enemies of Torrid Lash. They were unevenly trained and equipped, adamantine armor paired up with humble copper and silver sword, occasional wooden javelin or club. Some did not bear any armor at all, sportying only massive steel maces. Trophy shields taken from banshee warriors were not uncommon, brought to battle alongside wooden or even steel ones. The marksdwarves, who were called "light infantry" by the Lord-Protector for some reason, were checking their weapons and filling up their quivers.

Although the orders were to keep silent, the militiamen were struggling to keep their spirits high. Some were complaining quiety about the draft, others looked grimly at their surroundings, the few were happy to finally see some action after days of drill. Those standing at the front glanced at at the Lord-Protector's secretary, who was uncommonly young for such an important position (although her actual role was always speculated about. The messy secretary gal was looking at massive clocks that were brought to the bridgehead a couple of days ago from the king's dining room. Everyone was waiting for the commander's signal to follow their squaddies to the crude stairs recently carved from stone by the miners.

At last, the orders were issued. Sighting and blowing their noses, King's Own Territorials approached the dreadful tunnel.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4%20ALT%206.png.html>)

A mass of dwarves poured into the massive dimly-lit corridor, climbing over piles of rubble and setting the torches along the way. A strange crackling was comming from the lover levels. Old, dusty skeletons and rusty armor layed everywhere. Walls were covered with strange, disgusting stains alongside with fresh marks left by the scouts.

A terrifying bellow roared from the darkness. A massive figure limped from one of the side halls, dragging it's enourmous arms behind. A pair of red eyes were gloving in the darkness, staring at the coming dwarves.

The battle raged for hours, if not days.

A wave of dwarves surrounded the vile creatures, striking from multiple directions. The monsters did not give in easily. They swung their massive claws, maiming the attackers, ripping off bodyparts. They shrieked madly, stunning the soldiers. Some could not handle it, falling where they stood, as they were tranformed into something they feared... The resulting monsters joined the fight right away, battling against each other, the superspawn and their former comrades. Screams of wounded and shocked, rumble of weapons crashing against the bones of abominations...



Stodir Lanlarolin, Farmer cancels Drink: Interrupted by Greater Spawn.  
→Some migrants have arrived, despite the danger.  
Kib Telingthikut has become a Speardwarf.  
(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4%20ALT%207.png.html)

While the Lord-Protector was reorganising the troops for assault, a miner came in bearing news about migrants coming from the west. Nothing could have been done for them at that time since only two adult dwarves were left at the caverns. Still, the Lord-Protector looked forward to letting them in when the battle is finished.



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4%20ALT%208.png.html)

And so he did. As the lever was pulled, the bridge went down, letting the tired migrants inside.

Doren Tannörmul, Fish Dissector  
Competent Marksdwarf  
Enter: Remove from squad

No scheduled order

| SQUADS/LEADERS       | SQUAD POSITIONS             | CANDIDATES                  |
|----------------------|-----------------------------|-----------------------------|
| captain of the guard | 1. Urdm Mözrnsh, mlt cmmndr | Oln Ensbsht, Lgndry Armrsmt |
| Sniper Squad         | 2. Olon Otilustuth, Hunter  | 'Mr.Frg' Obkbâsn, Cnfsd_Irs |
| Adventures of Rock   | 3. Atir Thsbtkskl, Mrksdwrf | 'Mstrcrshr' Othôsshtân, Ovr |
| The Rumored Channels | 4. Meng îtonkudust, Surgeon | Ducim Ugutasob, Swordsdwarf |
| Pulleys of Memory    | 5. Rigoth Dumatvthl, Sg Irn | Besmar Lumashustuth, Miner  |
| The Tapered Syrups   | 6. Doren Talinoslan, Hunter | Zefon Idoltar, Marksdwarf   |
| militia captain      | 7. Atis Rigòthkl, Swrdsdwrf | 'NCommander' Trstvdthr, Mnr |
| militia captain      | 8. Doren Tnmörl, Fsh Dssctr | Logem Degêlastsh, Swrdsdwrf |
| militia captain      | 9. Besmar Thîktst, Mrksdwrf | Logem Oddomdodók, Swrdsdwrf |
| militia captain      | 10. Sigun Asënsn, Mrksdwrf  | Urvad Lelumsazir, Hammrdwrf |
|                      |                             | Alâth Kegethuzol, Recruit   |

p: Positions   a: Alerts   e: Equip   n: Uniforms   u: Supplies   f: Ammunition  
ESC: Done   234689: Move selector   s: Schedule

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4%20ALT%209.png.html)

Some of the newcomers were experienced hunters. As soon as they recieved rooms, they were informed of being conscripted into the Territorials to fill in the gaps.

Nil Ebalerush, Dwarven Child cancels Eat: Interrupted by Holistic Spawn  
Wrestler.  
→'NCommander' Tiristvudthar, Miner has given birth to a girl.  
(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4%20ALT%2010.png.html)

Life was going back to normal.

| Dwarf Fortress                        |                         |
|---------------------------------------|-------------------------|
| Citizens <54>                         | Pets/Livestock <46>     |
| Others <46>                           | Dead/Missing <721>      |
| Besmar Lumashustuth, Miner            | Pickup Equipment        |
| 'NCommander' Tiristvudthar, Miner     | Pickup Equipment        |
| Sodel Kadolgoden, Engraver            | Store Item in Bag       |
| 'Mastercrasher' Othoseshtan, Overseer | No Job                  |
| Ustuth Avustathtat, Ranger            | Pickup Equipment        |
| Ur vad Le lunsazir, Animal Dissector  | No Job                  |
| Logem Degelastesh, Furnace Operator   | No Job                  |
| Tulon Betanalath, militia captain     | No Job                  |
| Olon Nishnakuth, Glazer               | No Job                  |
| Deler Geharsazir, Farmer              | Give Food               |
| Etur Sazironul, Soap Maker            | No Job                  |
| erith Ulenggeshud, Soap Maker         | Recover Wounded         |
| Rigoth Rigothankol, Wood Burner       | Place Item in Tomb      |
| Fath Lukoddom, Clerk                  | Store Item in Bin       |
| Uabok Rulushral, Suturer              | Store Item in Stockpile |
| Id Zanoszum, Speardwarf               | Pickup Equipment        |
| Zefon Idoltar, Marksdwarf             | Sleep                   |
| Rigoth Dumatvuthil, Siege Trainee     | Pickup Equipment        |
| Atir Thosbutkeskal, Marksdwarf        | Soldier <no activity>   |
| Sigun Asensigun, Marksdwarf           | Go to Archery Practice  |
| Besmar Thikutast, Marksdwarf          | Go to Archery Practice  |
| Meng itonkudust, Marksdwarf           | Pickup Equipment        |
| Olon Otilustuth, Marksdwarf           | Store Item in Bin       |
| Doren Talineslan, Marksdwarf          | Store Item in Bin       |
| Doren Tannorul, Marksdwarf            | Go to Archery Practice  |
| Rigoth Gakizkilrud, militia captain   | Store Item in Stockpile |
| Ducin Ugutasob, Swordsdwarf           | Pickup Equipment        |
| Atis Rigothokol, Swordsdwarf          | Pickup Equipment        |
| Logem Oddomdodok, Swordsdwarf         | Pickup Equipment        |
| Urdim Muzirnish, militia commander    | Store Item in Bin       |
| Kivish Orrunled, Swordsdwarf          | Pickup Equipment        |
| Olin Ensebushat, Legendary Armorsmith | Pickup Equipment        |
| 'Mr.Purg' Obokbasen, Confused Tourist | Eat                     |
| Alath Kegethuzol, Peasant             | No Job                  |
| Solon Dodokikud, Peasant              | Sleep                   |
| Iden Enshalvucar, Survivor            | Eat                     |
| Likot Inodlegon, Survivor             |                         |
| Olon Tholestalath, Sacrifice          | Pickup Equipment        |
| Vucar Rerraserith, Sacrifice          |                         |
| Atir Zasitasob, Sacrifice             |                         |
| Cerol Dodoknish, Sacrifice            | Pickup Equipment        |
| Sodel Urvadudiz, Dwarven Child        |                         |
| Unib Bekarast, Dwarven Child          |                         |
| Minkot Sanusalath, Dwarven Child      | Drink                   |
| Edem Nishudib, Dwarven Child          | Store Owned Item        |
| Rakust Obokleron, Dwarven Child       | Eat                     |
| Nomal Eshonsolon, Dwarven Child       | Drink                   |
| Doren Dastnomuz, Dwarven Child        |                         |
| Nil Ebalerush, Dwarven Child          |                         |
| Fikod Uristzoluth, Dwarven Child      | Eat                     |
| Zuntir Zuntirid, Dwarven Child        | Pickup Equipment        |
| Iden Morulrigoth, Dwarven Child       | Drink                   |
| Urdim Lecadavuz, Dwarven Baby         | Eat                     |
| Urist Alathmangoz, Dwarven Baby       |                         |

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4%20ALT%2011.png.html)

A few levels below the fortress entrance, the skirmish was coming to it's end. The unnamed spawn proved to be the most resilient, felling many dwarves and sending many fleeing in terror before it was shot down by a retreating sniper. That lucky shot saved many lives that day.

A crowd of tired, battered fighters were lying against the wall, some sleeping, sobbing, dressing their wounds. Five superspawn lay dead beside the many bodies of dwarves. The snipers were still engaged with the usual spawn to the south, but that was a bit more than target practice since they were protected by solid fortifications. Lord-Protector, a towering knight clad in dark, blood-soaked armor, stood by his assistant, who was missing a couple more teeth that time. He was talking to the militia commander, who stood nearby.

"...We've suffered losses. We need to replenish our ammo and-"

"Alright. I am giving you a couple of days to rest and recuperate. Still, there are four more spawn lurking the lower levels... I am gathering a military council tomorrow. All captains are to attend. Understood?"

"Sir yes sir!".



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4%20ALT%2012.png.html)

I was bored with the lowerish fps and decided to take the spawn head on. Surprisingly, I didn't need to savescum at all.

The question is, what do? There are still four relatively unhurt spawn in the lower levels alongside with some FBs. Nothing actually stops them from coming up, they just ignore it. Might want to seal it off before the next assault.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **TheFlame52** on **July 27, 2016, 04:47:49 pm**

awesome

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Splint** on **July 27, 2016, 04:53:14 pm**

Dorfs after my own heart. Might have been a bit... Messier, than intended, but still. Against that? A wins a win.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 27, 2016, 07:56:24 pm**

Oh my fucking god. I am on the verge of tears right now.

We're doing this, bro. We're making this happen.

E: Hm. We have a lot more real estate to work with now, so we might be able to set up a cave-in to finish off the last few. Will end up mangling the architecture a bit, but I want those things fucking dead and I don't really care how.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Lolfail0009** on **July 27, 2016, 09:45:15 pm**

I never thought I'd see the day where we push to take back the old fortress... Wondrous~

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Aldraglienon** on **July 27, 2016, 10:08:37 pm**

When in doubt, throw dwarves at the problem until it is dead. We'll smother them to death with out corpses! I just hope we have enough dwarves to throw at the problem.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 28, 2016, 03:37:21 am**

Quote from: Aldraglienon on July 27, 2016, 10:08:37 pm  
When in doubt, throw dwarves at the problem until it is dead. We'll smother them to death with out corpses! I just hope we have enough dwarves to throw at the problem.

I cannot get over this. We spent ages reviewing data and strategising and making all sorts of ridiculous plans for neutralising the clowns. All of them failed and more than one of them backfired horribly. And then Lisard gets the bright idea to just fucking zerg them until they stopped twitching. And as far as we can tell so far, *it worked*.

Feel like the thread may need a new title soon, although there's still plenty of room for things to go sour.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **July 28, 2016, 08:01:49 am**

I forgot to mention something about that Chigibleekis kobold dude...

| Dwarf Fortress                   |                     |
|----------------------------------|---------------------|
| Citizens <66>                    | Pets/Livestock <44> |
| Others <59>                      | Dead/Missing <683>  |
| Chigibleekis, Kobold Swordsman   | Invader             |
| Bigidistlangin, Kobold Swordsman | Invader             |
| Blobokogugus, Kobold Swordsman   | Invader             |
| Stleelus, Kobold Swordsman       | Invader             |
| Gobolrulis, Kobold Swordsman     | Invader             |
| Sofofejrildis, Kobold Bowman     | Invader             |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains-4-51.png.html>)

Sounds like a proper stalker name to me.

"Cheeky Breekis, the kobold bandit"

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Imic** on **July 28, 2016, 08:25:12 am**

OH WOW.  
THAT WAS AMAZING.  
I-  
OH. MYGOSH.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **DolosusDoleus** on **July 28, 2016, 10:39:17 am**

Fucking hell man.  
There are absolutely no words for this. Actually.  
...WOW.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Taupe** on **July 28, 2016, 02:42:12 pm**

Quote from: Mr Frog on July 28, 2016, 03:37:21 am  
Quote from: Aldraglienon on July 27, 2016, 10:08:37 pm  
When in doubt, throw dwarves at the problem until it is dead. We'll smother them to death with out corpses! I just hope we have enough dwarves to throw at the problem.  
  
I cannot get over this. We spent ages reviewing data and strategising and making all sorts of ridiculous plans for neutralising the clowns. All of them failed and more than one of them backfired horribly. And then Lisard gets the bright idea to just fucking zerg them until they stopped twitching. And as far as we can tell so far, *it worked*.  
  
Feel like the thread may need a new title soon, although there's still plenty of room for things to go sour.

Oeration "1 A" was a success.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 28, 2016, 02:49:11 pm**

Quote from: Taupe on July 28, 2016, 02:42:12 pm  
Quote from: Mr Frog on July 28, 2016, 03:37:21 am  
Quote from: Aldraglienon on July 27, 2016, 10:08:37 pm  
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Feel like the thread may need a new title soon, although there's still plenty of room for things to go sour.  
  
Oeration "1 A" was a success.

And Operation Bolts of Doom managed to kill the king His Gaudiness ...



Seriously, seeing upper Clobbermountains reclaimed is amazing ...

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **July 28, 2016, 02:53:39 pm**

*The surveillance data describes both FBs as giant web-spewing avians. We should approach the matter cautiously... Melee charge won't work here, but the snipers would work just fine. As soon as we're done with the main mining project...*

Dou Eshmaeraeloh Uysdorrerabiennenne

An enormous shrike with lidless eyes. It has two long, curly tails and it undulates rhythmically. Its golden yellow feathers are fluffed-out. Beware its webs!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%201.png.html)

Sethal Azmolbisek

A towering three-eyed mockingbird. It has four long, spiral horns and it has a gaunt appearance. Its mahogany feathers are fluffed-out. Beware its webs!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%202.png.html)

*Those spawn are indeed a tough bunch. Even finishing off the wounded specimen is extremly dangerous, requires considerable manpower and leaves us with severely injured soldiers.*



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%203.png.html)

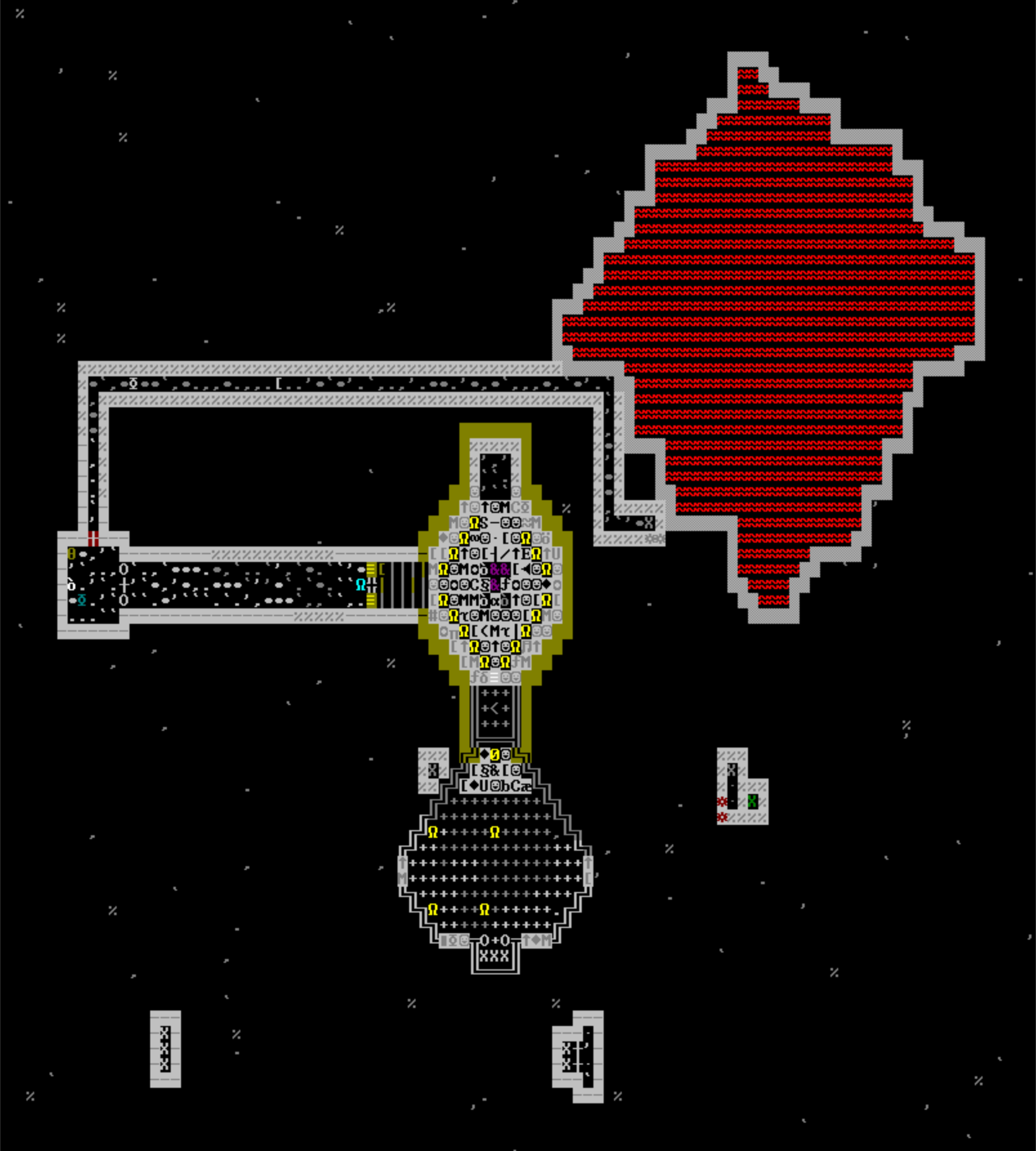
*Once again, a whole new lot of ghosts. Coffins are under way, but the production is stalled due to the intence pillaging happening... Order must be returned to this place as soon as possible.*

→Rigòth Onoltomus, Ghostly Farmer can be heard howling throughout the fortress!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%204.png.html)

*Following the advice of Mr Furg, a craftsdwarf who's been living in this fortress for quite a while, the military counsil decided to use an engineering gimmick of sort... To deal with a group of spawn that were hiding in a hall downstairs. The hall itself is said to be a tomb which seem empty at the moment not counting the spawn inside. The entrance... Is protected by a solid silver door with a strong lock. I sent a scout there to ensure that it is closed. As for the miners, we have two of those, who work around the clock but still lag behind scedule. We ought to start a campaign... Something like "Dig for Victory"... And find more miners.*

*It looks difficult, but if we manage to pull that off... That will be a great archievement of our war effort.*



(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%205.png.html>)

Unfortunately, there are many wounded... That we should treat first before the works are proseeding at full capasity.

There is some kind of commotion upstairs. I wonder what-

**Olin Ensebushat, Legendary Armorsmith cancels Store Item in Bin: Throwing tantrum.**  
**→Urvad Lelumsazir, Animal Dissector has transformed into a holistic spawn!**

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%206.png.html>)

|                                                          |                        |
|----------------------------------------------------------|------------------------|
| <b>Zukthist, Forgotten Beast</b>                         | <b>Uninvited Guest</b> |
| <b>Alâth Kegethuzol, Holistic Spawn Wrestler</b>         | <b>Berserk</b>         |
| <b>Urvad Lelumsazir, Holistic Spawn Animal Dissector</b> | <b>Berserk</b>         |
| <b>Piware Uemini Ware, Forgotten Beast</b>               | <b>Uninvited Guest</b> |

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%207.png.html>)

...Fortunately, I was able to gather up enough soldiers before they could deal significant damage to the fortress. Urvad the animal dissector turned first and took on the wounded recruit who lost his hand to the attacker and soon turned into a sull-fledged monster himself.

Also, some kid claims he is going to make something "totally kickass".

**Olin Ensebushat, Legendary Armorsmith cancels Pickup Equipment: Throwing tantrum.**  
**→Rakust Oboklerom, Dwarven Child is taken by a fey mood!**

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%208.png.html>)

The former recruit was tracked down and dealt with. The fortress owes it to a group of warriors who were quick to react at the new threat.

A twisted mockery of dwarvenkind spawned from the womb of a fallen dwarven heroine. It has a ravening gash down its torso which opens and closes like a set of jaws and two gnarled, bony arms tipped with claws.

His left upper leg is broken. His left upper leg is cut open. His left upper leg is dented. His left upper leg is bruised. His upper body is cut open. His upper body is bruised. His head is cut open. His head is bruised. His lower body is cut open. His lower body is bruised. His spleen is broken. His spleen is bruised. His liver is broken. His liver is bruised. His left cheek is broken open. His left cheek is bruised. His guts are spilled. His guts is fractured. His right kidney is fractured. His right kidney is bruised. His right lung is fractured. His right lung is bruised. His right false ribs are broken. His right false ribs are bruised. His stomach is fractured. His stomach is bruised. His left eyelid is cut open. His left eyelid is bruised. His left false ribs are broken. His left false ribs are bruised. His nose is cut open. His nose is bruised. His right true ribs are broken. His right true ribs are bruised. His right cheek is bruised. His right eyelid is bruised. His left lung is bruised. His left true ribs are broken. His left true ribs are bruised. His upper spine is bruised. His left kidney is bruised. His left floating ribs are broken. His left floating ribs are bruised. His brain is broken. His left hip is broken. His pancreas is broken. His skull is broken. His right upper leg is spraying.

He is weak. He has a very narrow chin. His very long sideburns are neatly combed. His medium-length moustache is arranged in double heads. His medium-length beard is neatly combed. His hair is clean-shaven. His left ear is gone. His right ear is gone. His nose is somewhat broad. His left lower leg is gone. His right upper leg is gone. His skin is dark tan. His right upper arm is gone. His left upper arm is gone. His teeth is gone. His upper front teeth is gone. His lower front tooth is gone. His lower right back teeth is gone. His upper left back teeth is gone. His lower left back teeth is gone.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%209.png.html>)

Alongside countless riches we have found a stash of almost ten-year old food... The scouts say it is still edible! Won't try to check it myself.



(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%2010.png.html)

The traders are here at last! It must be ensured that they are not harrassed by raiders while they're here. Let's say I have plans for this very caravan.

→A caravan from Shakethmeng has arrived.  
Their wagons have bypassed your inaccessible site.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%2011.png.html)

There they are, standing by the outpost! It's my duty to greet the merchants and have their goods- Ah, a minor hasstle. The banshees thought the mounted portion of a cravan was an easy picking for them. The dwarves guarding it proved them wrong.

Lybolle Durslabhjae, Banshee Bowman  
Oshoh Salogemohshboh, Banshee Bowman  
Naesa Bieberremobh, Banshee Bowman  
Debdae Emielirnou, Banshee Bowman  
Bege Lohlebhonoh, Banshee Bowman  
Ohsralle Lurnvollesoldou, Banshee Axeman  
Invader  
Invader  
Invader  
Invader  
Invader  
Invader

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%2012.png.html)

I was informed that the kid has finished a work of art... A wooden earring. Yes, it does feature a minotaur murdering elves as many other things do here. How... Interesting.

→Rakust Oboklerom, Dwarven Child has created Akathluslem, a tunnel tube earring!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%2013.png.html)

It's solid wood though. I doubt any elven trader approves of such a combination.

Akathluslem, "Unterpuzzles", a tunnel tube earring  
This is a tunnel tube earring. All craftsduarfiship is of the highest quality. It is encircled with bands of tunnel tube. This object is adorned with hanging rings of tower-cap. On the item is an image of Adela Budhailed the elf and Sinne Rakemoths the Murky Froth of Fights the minotaur in tower-cap. Sinne Rakemoths the Murky Froth of Fights is striking down Adela Budhailed. The artwork relates to the killing of the elf Adela Budhailed by the minotaur Sinne Rakemoths the Murky Froth of Fights in The Stunted Jungles in 125.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%2014.png.html)

The injured dwarves are starting to succumb to wounds and improper treatment... The citizens are way too busy marauding to pay attention to their duties. This is getting annoying.

An ambush! Curse them!  
Rakust Oboklerom, Dwarven Child has created Akathluslem, a tunnel tube earring!  
→'Mastercrasher' Othôseshtân, Overseer has died of thirst.  
You have struck hornblende!

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%2015.png.html)

The former Royal Jester wants her quarters repaired. Cleaning the old house blocks... Huh. We're nowhere near that!

'Tauptidlidou' Uputasob, "'Tauptidlidou' Tautboard", Royal Jester  
'Tauptidlidou' Uputasob has been fine lately. She was forced to endure the decay of a mother. She had a nice bath recently. She has lost a mother to tragedy recently. She slept in a very good bedroom recently. She talked with a child lately. She has complained of the lack of dining tables lately. She was disgusted by a miasma lately. She sustained minor injuries recently. She has witnessed death. She took joy in slaughter lately. She is married to 'Jaupus' Riddledhomers the Bold Flame and has 7 children: Shorast Gloisteredbridged, Rib Constructtrades, Likot Gatewander, Olon Cycionebolts, Risen Crowworks, Minkot Ruburnbolts and Fiked Daggercombat. She is the daughter of Stbel Subtlepoint and Anul Shortbaners. She is an ardent worshipper of Tunas.  
She is a citizen of The Torrid Lash. She is a member of The Everlasting Redices. She is a former member of The Cunning Furnaces. She is a former member of The Peaceful-Faith of Mirth. She is the former chief medical dwarf of The Everlasting Bellers. She arrived at Geddomeel on the 28th of Gremite in the year 211.  
She is one hundred six years old, born on the 17th of Galena in the year 113.  
Her left lower arm is cut open.  
She is corpulent. Her slightly flattened broad ears are very short. Her hair is straight. Her medium-length hair is braided. Her somewhat long nose is slightly upturned. Her head is somewhat broad. Her hair is gray mixed with golden yellow. Her skin is sepia. Her eyes are heliotrope.  
She is strong and eagerly sick, but she is also to heal and flimsy.  
'Tauptidlidou' Uputasob likes opiment, lead, milk quartz, shields, cages, scepters, ballista parts, llanas for their jutting teeth and sweet pods for their round shape. When possible, she prefers to consume two-humped camel cheese and river spirits. She absolutely detests oysters.  
She has a great feel for social relationships and good intuition, but she has an iffy sense for magic, poor focus, a poor kinesthetic sense, a really bad memory and a lousy intellect.  
She has a calm demeanor. She is quick to anger. She is concerned about rejection and ridicule. She is uncomfortable with change. She is put off by authority and tradition. She does not go out of her way to help others. She lacks confidence. She is organized. She needs alcohol to get through the working day. She does not mind being outdoors, at least for a time. She is getting used to tragedy.  
A short, sturdy creature fond of drink and industry.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%2016.png.html)

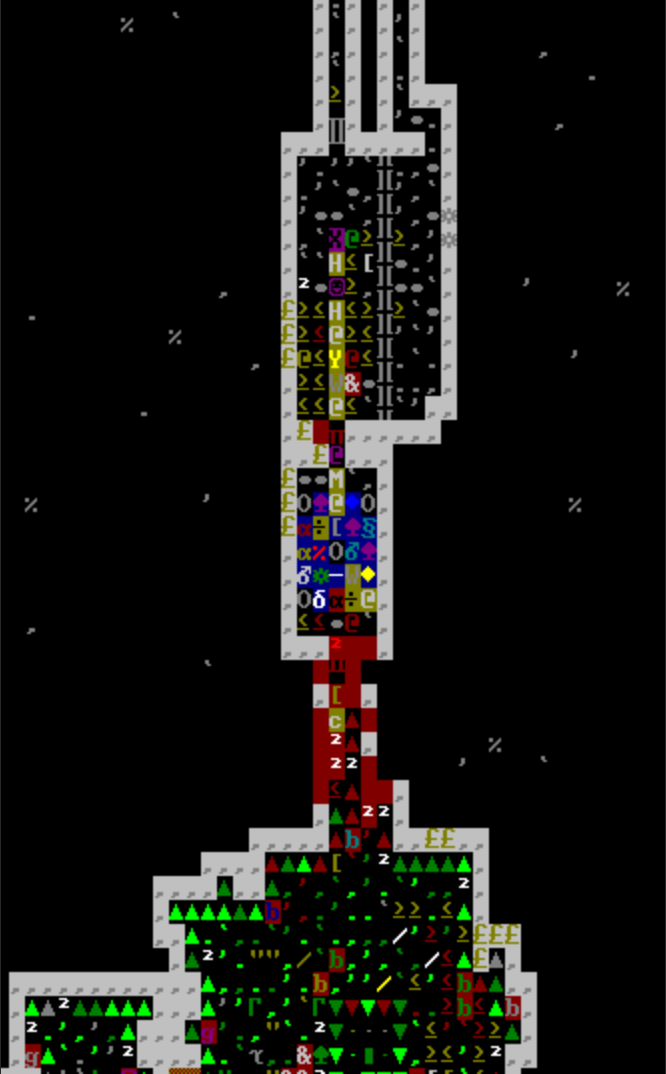
Argh, not again!

An ambush! Curse them!  
→Sodel Kadolgoden, Engraver cancels Bring Item to Depot: Interrupted by Banshee Swordsman.

(http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%2017.png.html)

Banshees caught in a narrow passage... Again. They'll never learn.





(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%2018.png.html>)

I'm stripping this caravan of alcohol in return for crafts and shiny gems... Ale, wine, beer. And I'm also sending 2 thousand credits worth of jewelry as a present for my friends in Mirrorclapsed. I'm accompanying it with a note containing some simple instructions.

Merchants from Shakethmeng

Iden: Greetings from the outer lands. Your efforts are legend there. Let us trade!

Shakethmeng

<-copper cage-> 40\*267Γ  
<nanny goat (♀) cage 70\*354Γ  
<turkey hen (♀) cage 30\*269Γ  
<<copper cage>> 135\*267Γ  
<pine barrel> 10\* 10Γ  
<-mango wood barrel- 20\* 10Γ  
<sheep's milk Barrel 20\* 13Γ  
<bushmanter venom Ba 30\* 19Γ  
<-<candlenut barrel 280\* 2Γ  
<birchen barrel> 10\* 13Γ  
<+<-mahogany barrel- 118\* 12Γ  
<helmet snake venom 30\* 21Γ  
<dwarven ale Barrel 60\* 51Γ

v: View good, Enter: Mark for trade  
s: Seize marked, t: Trade

Trader Profit: 0% Value: 0%

Avédonol

≡Gen Bin <spore tree 1186\*128Γ  
radiant cut black py 100\* <1Γ  
square cut black zir 100\* <1Γ  
octagon cut red flas 100\* <1Γ  
rough brown zircons 60\* 11Γ  
native gold gizzard 150\* 3Γ  
marble gizzard stone 10\* <1Γ  
rough yellow zircons 60\* 11Γ  
rough almandines 60\* 9Γ  
rough almandines 60\* 9Γ  
rough blue garnets 90\* 9Γ  
rough yellow zircons 60\* 11Γ  
tetrahedrite gizzard 15\* <1Γ

v: View good, Enter: Mark for trade  
o: Offer marked to Shakethmeng

Value: 0% Allowed Weight: 502Γ

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%2019.png.html>)

Soon. Oh, so soon.

I am coming back. Have a nice trip, lads!

The merchants from Shakethmeng will be leaving soon.

Mafol Kilrudmonang, Nanny Goat <Tame> has given birth to a goat kid.

Atír Thosbutkeskal, Suturer cancels Pickup Equipment: Equipment mismatch.

→The merchants from Shakethmeng have embarked on their journey.

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%2020.png.html>)

Two miners are not enough... I have to finish this before spring. I don't want to stay here any longer. Also, I'll need some... It's called "political capital", right? Well, all together! Let's do this! Victory will be ours!

The Military of Avédonol

U: View/Customize  
A: Armor L: Legs  
M: Material

U: Assign uniforms  
H: Helm G: Gloves  
C: Color

P: Pri/Assignments  
B: Boots S: Shield  
r: Over clthng

Enter: Del item  
W: Weapon  
m: Partial matches

SQUADS/LEADERS

SQUAD POSITIONS

POSITION UNIFORM

Sniper Squad  
The Geared Summits  
The Lone Axes

1. Rgòth G&akizklrd, mlt cpt pick  
2. Deler G&barsazir, Mcdwrf  
3. Rgòth Rgòthmkl, Mrksdwrf  
4. Ustth Avztthtt, Mrksdwrf  
5. Sodel Kadolgodn, Sprdwrf  
6. Vab&ok Rulushral, Sprdwrf  
7. Id Zanos&zum, broker  
8. Solon Dod&kkikud, Peasant  
9. Kivish Orrnld, Swrdsdwrf  
10. Lgm Oddmdd&ok, Swrdsdwrf

✓

p: Positions a: Alerts e: Equip n: Uniforms u: Supplies f: Ammunition  
ESC: Done 234689: Move selector

s: Schedule

(<http://s1185.photobucket.com/user/Georgethegunner/media/Clobbermountains%20Battle%2021.png.html>)

The plan is simple. As soon as we remove the supports, the whole section collapses, crushing the spawn... Unfortunately, it will probably break apart the casket of Mithkete, a highly-prased here of the past. I think he would have approved of our cause.

The plan is simple, let's see how it works out.



Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **July 28, 2016, 03:15:23 pm**

I wonder... Is that really what *winning* at Dwarf Fortress feels like?

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **NCommander** on **July 28, 2016, 03:25:50 pm**

I am ... wow ... \*gasp\*. First the king dies, and then the fort is spawn free?

These most recent turns have **blown my mind**

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Crashmaster** on **July 28, 2016, 03:35:00 pm**

Poor ol' Erib was so close to living to see the fruition of all his hard work and sacrifice.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **The Master** on **July 28, 2016, 03:45:32 pm**

Now I want everyone to stop and think for a moment about how disappointing my turn would've been even if I hadn't had so many things going on at the time. If things had gone according my plan, everyone would be dead and the fortress, mountain top and all, completely caved in and filled with magma.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Monitor Lisard** on **July 28, 2016, 04:11:21 pm**

To be honest, I didn't think things would turn out like that. I was expecting the very first spawn to obliterate half of the army I rounded up for shits and giggles since the last time another heavily-battered superspawn tore through a trained melee squad in just mere seconds (though we did kill it afterwards, and then I lost two trained snipers, including the one that killed it to an incident that could have been easily avoided). I was really going to post it as a non-canon update having nother copy of Clobbermountains saved right before the onslaught.

And then... Man. The last spawn killed many dwarves and maimed many more. Since the dwarves could not really surround it, I was going to retreat and... A few seconds after I cleared the orders, some marksdwarf shot it dead with 1 fucking bolt.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Mr Frog** on **July 28, 2016, 05:14:44 pm**

Holy **CRAP**. I was expecting you to drop a floor on them through the ceiling or something. Dropping *the entire fucking tomb itself with the GS still fucking inside* is a level of lunacy I had not been prepared for. Well done.

E: This is going in the front page:

Quote from: Monitor Lisard on July 28, 2016, 03:15:23 pm

I wonder... Is that really what *winning* at Dwarf Fortress feels like?

Fucking *magnificent*.

E2: Found this quote while collating Lisard's updates:

Quote from: NCommander on July 24, 2016, 10:14:37 am

I for one recommend we throw dwarfs on the coals to stoke the fires of life! It's one thing we're not short on here in Clobbermountains.

This is actually pretty much exactly what just happened and I find this funny.

Title: **Re: (34.11 Succession) Clobbermountains -- Things Are As Bad As They Seem**  
Post by: **Khan Boyzitbig** on **July 28, 2016, 06:20:07 pm**

Quote from: Mr Frog on July 28, 2016, 05:14:44 pm

Holy **CRAP**. I was expecting you to drop a floor on them through the ceiling or something. Dropping *the entire fucking tomb itself with the GS still fucking inside* is a level of lunacy I had not been prepared for. Well done.

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I for one recommend we throw dwarfs on the coals to stoke the fires of life! It's one thing we're not short on here in Clobbermountains.

This is actually pretty much exactly what just happened and I find this funny.

I suppose it keeps the tomb relatively intact while preventing the spawn escaping if it fails. (These were the flying ones right?)

Besides, the more over the top ways one can imagine to deal with a situation the more likely it will succeed and/or cause extreme !!FUN!! in the process.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **DolosusDoleus** on **July 28, 2016, 06:24:50 pm**

Jesus.  
Fruitcake.  
**Christ.**

There are no goddamn words for this.

I... I... how...

what...

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Aldraglienon** on **July 28, 2016, 06:39:46 pm**



We should turn the tomb back into a tomb, for Monitor Lizard's dwarf, and leave the spawn corpses in there to honor his achievements. Full of adamantine, and gold, and silver furnishings. Maybe also fill in the area around the tomb with magma and lot's of gem windows or gem windows holding back the magma if that works. Basically make it the most Blinging tomb in the entire fortress. It's not like he doesn't deserve it.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Lolfail0009** on **July 28, 2016, 06:44:36 pm**

Nothing can ever top that  
It's like the spirit of His Gaudiness inhabited the fortress itself to try and keep it stable while the dwarves took it back

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **TheFlame52** on **July 28, 2016, 06:45:40 pm**

something something god-emperor of dwarfkind

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **chaotic skies** on **July 28, 2016, 10:34:47 pm**

Here's what we do for Monitor Lizard's tomb: Make everything. **EVERYTHING**. Out of adamantine, and then fill it with magma. The adamantine should survive, right? If it does then it's the most dwarven tomb ever.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **NCommander** on **July 28, 2016, 11:17:32 pm**

Quote from: chaotic skies on July 28, 2016, 10:34:47 pm  
Here's what we do for Monitor Lizard's tomb: Make everything. **EVERYTHING**. Out of adamantine, and then fill it with magma. The adamantine should survive, right? If it does then it's the most dwarven tomb ever.

Fuck, take over hell, mine slade, and make him a slade coffin.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Aldraglienon** on **July 29, 2016, 01:27:27 am**

Quote from: NCommander on July 28, 2016, 11:17:32 pm  
Quote from: chaotic skies on July 28, 2016, 10:34:47 pm  
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Fuck, take over hell, mine slade, and make him a slade coffin.

One of the reasons I suggested adamantine, gold and silver is because I don't think we have enough adamantine to do that and slade is nigh unbreakable and if I remember correctly there are not any slade mining techniques which currently work in this version without df hack. However if Mr Frog allows df hack to make the coffin work and we have enough adamantine I fully support this course of action!

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **NCommander** on **July 29, 2016, 01:33:02 am**

Quote from: Aldraglienon on July 29, 2016, 01:27:27 am  
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Build a downward stair above slade floor and channel. Remove the ramp, build a stair and repeat. It works. I had it setup partially on my turn before I abandoned hell.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Monitor Lisard** on **July 29, 2016, 04:01:17 am**

And there we go, discussing the tomb for a dorf I don't even have at the moment because Clobbermountains wasted every each of them (and I had plenty). Even after I claimed a team of six fucking NPC dwarves... So I kinda stopped caring and went for a non-present narrator.

Quote from: Mr Frog on July 28, 2016, 05:14:44 pm  
Holy **CRAP**. I was expecting you to drop a floor on them through the ceiling or something. Dropping *the entire fucking tomb itself with the GS still fucking inside* is a level of lunacy I had not been prepared for. Well done.

I am somewhat of a noob and I wasn't sure how did the rockfalls work so I wanted to make sure that no spawn escaped.

Here's the save.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **NCommander** on **July 29, 2016, 04:10:21 am**

Quote from: Monitor Lisard on July 29, 2016, 04:01:17 am  
And there we go, discussing the tomb for a dorf I don't even have at the moment because Clobbermountains wasted every each of them (and I had plenty). Even after I claimed a team of six fucking NPC dwarves... So I kinda stopped caring and went for a non-present narrator.  
  
Quote from: Mr Frog on July 28, 2016, 05:14:44 pm  
Holy **CRAP**. I was expecting you to drop a floor on them through the ceiling or something. Dropping *the entire fucking tomb itself with the GS still fucking inside* is a level of lunacy I had not been prepared for. Well done.  
  
I am somewhat of a noob and I wasn't sure how did the rockfalls work so I made sure that no spawn escaped.  
  
Here's the save.  
  
Spoiler (click to show/hide)  
<http://dff.d.bay12games.com/file.php?id=12309>

Dude, you just beat 34.11. If we didn't immediately try and stuff you into a coffin as both a memorial and token of our love, the Bay12 community would not be living up to our standards.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Monitor Lisard** on **July 29, 2016, 05:41:37 am**

Dudes, I...

Oh Lord, I was

soo

fucking close to

fucking up

hard.

I deleted my old save backups and DF itself (wanted to check something out with stonesense) downloading a fresh vanilla one, only to discover that the folder I uploaded was EMPTY

And I had flushed the fucking recycle bin.

Good thing I was able to restore the previous version from 10 pm yesterday...

Uploading it once more. This time, with EXTRA CARE

Edit: Alright, here it is!

Spoiler (click to show/hide)  
http://dff.d.bay12games.com/file.php?id=12311

Can somebody confirm they received it?

I'll go change my undergarments in the meantime

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Lolfail0009** on **July 29, 2016, 06:35:32 am**

I can confirm that there is a Clobbermountains save in there, and several of the files have "last edited" times of earlier today.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **July 29, 2016, 12:33:55 pm**

Just booted up the save; it works, and is the most glorious thing I have ever seen. There is only one demon left on the whole map, over 100 bars of aluminum waiting in the old forge stockpile, and our dwarves somehow range from mildly unhappy to ecstatic despite about a dozen of them dying semi-recently. We're back, bitches.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Monitor Lisard** on **July 29, 2016, 02:15:02 pm**

Quote from: Mr Frog on July 29, 2016, 12:33:55 pm  
Just booted up the save; it works, and is the most glorious thing I have ever seen. There is only one demon left on the whole map, over 100 bars of aluminum waiting in the old forge stockpile, and our dwarves somehow range from mildly unhappy to ecstatic despite about a dozen of them dying semi-recently. We're back, bitches.

Should we expect an update or... Let it proceed accordingly to what's left of the turn list?

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **July 29, 2016, 02:50:59 pm**

Quote from: Monitor Lisard on July 29, 2016, 02:15:02 pm  
Quote from: Mr Frog on July 29, 2016, 12:33:55 pm  
Just booted up the save; it works, and is the most glorious thing I have ever seen. There is only one demon left on the whole map, over 100 bars of aluminum waiting in the old forge stockpile, and our dwarves somehow range from mildly unhappy to ecstatic despite about a dozen of them dying semi-recently. We're back, bitches.  
Should we expect an update or... Let it proceed accordingly to what's left of the turn list?

Oh, no no no, I'm not playing -- don't think I could survive doing a turn at 8 FPS. Just making sure the save works and isn't corrupted (although we may still have some surprises in store on that front).

Gonna PM Flame right away since he's next on the list.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **TheFlame52** on **July 29, 2016, 02:55:31 pm**

FFFFFFFFFUCKING HELL I JUST STARTED MY TURN AT MURDERFLOOD

just skip me

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **NCommander** on **July 31, 2016, 04:14:57 am**

I think I'm next (and last) on the turn list if Flame is passing it. I'm not sure I'm up for it ATM due to real life. Anyone want my spot? If not, I'll probably start playing on Monday/Tuesday.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **August 01, 2016, 07:41:32 pm**

Quote from: NCommander on July 31, 2016, 04:14:57 am  
I think I'm next (and last) on the turn list if Flame is passing it. I'm not sure I'm up for it ATM due to real life. Anyone want my spot? If not, I'll probably start playing on Monday/Tuesday.

If you're not up to it, feel free to put it off a bit. I'm really tired myself right now and can't really muster the minimal amount of energy required to run this thing.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **August 03, 2016, 09:44:15 pm**

Okay, I'm mostly alive again. How's NCommander holding up?

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **NCommander** on **August 04, 2016, 04:42:39 am**

Mentally?

Not so hot. I just don't feel like doing writeups and such, and if I take a turn, it will be rather substandard. I'm hoping once I put my current work contract to bed, I'll feel kinda better about life, but I'd like to be deferred for the time being. If no one steps up to run this madhouse, I'll see if I'm up for it this weekend.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **August 05, 2016, 12:18:45 am**

Quote from: NCommander on August 04, 2016, 04:42:39 am

Mentally?

Not so hot. I just don't feel like doing writeups and such, and if I take a turn, it will be rather substandard. I'm hoping once I put my current work contract to bed, I'll feel kinda better about life, but I'd like to be deferred for the time being. If no one steps up to run this madhouse, I'll see if I'm up for it this weekend.

Sorry! I thought I'd already responded to this. Yeah, this is acceptable. Anyone want to take the save?

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Monitor Lisard** on **August 06, 2016, 03:05:18 am**

\*rubs hands and laughs maniacally\*

Anyway, I suggest we give it a proper burial since it's been going for way too long and... We have seen what happened.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **chaotic skies** on **August 06, 2016, 03:08:23 am**

Dear Armok help us all.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **August 06, 2016, 01:43:17 pm**

I'd rather not have someone take two turns in a row unless it was a literal emergency. It doesn't really seem to be in the spirit of a succession fort to me.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **NCommander** on **August 07, 2016, 05:50:23 pm**

I have the time now to play it, but not the inclination. DF as a whole just seems kinda unappealing at the moment. Maybe hand it off to TheFlame52 when he returns to CM and see what happens? I still think it would be unfortunate to pull the fortress suicide lever(s) though when we just got the place habitable.

The problem with succession games is the thread becomes terrifying long, and then people don't want to read it to get to the end.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **DolosusDoleus** on **August 07, 2016, 08:20:47 pm**

Screw it, I'll take the save. I just found myself with an unexpectedly large amount of free time.

Don't worry, I'll try to actually do more this time than just dig a pit and halfway fill it with magma :P.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **August 07, 2016, 10:19:26 pm**

Quote from: DolosusDoleus on August 07, 2016, 08:20:47 pm

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*In our desperate hour, an angel descends from the heavens to deliver us from ruination*

BTW I'm pretty sure that pit you dug never actually filled properly. I may be misremembering, but I recall when I peeked at Mon's save there was a gigantic pit that had a bit of magma spread out along the bottom -- presumably it can't travel from the volcano fast enough to overcome the rate of evaporation. DF fluid mechanics are a fickle bitch.

E: Fixed a crapton of errors. I think I may need a nap.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Imic** on **August 08, 2016, 02:44:05 am**

Quote from: Mr Frog on August 07, 2016, 10:19:26 pm

Quote from: DolosusDoleus on August 07, 2016, 08:20:47 pm

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E: Fixed a crapton of errors. I think I may need a nap.

To end the fort, let in the spawn. Also, quote pyramids!

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Monitor Lisard** on **August 08, 2016, 02:50:41 am**

Quote from: Imic on August 08, 2016, 02:44:05 am

To end the fort, let in the spawn.



W-what, again? For the ~~second~~ third time?

---

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **NCommander** on **August 08, 2016, 01:26:39 pm**

---

Quote from: Imic on August 08, 2016, 02:44:05 am

Quote from: Mr Frog on August 07, 2016, 10:19:26 pm

Quote from: DolosusDoleus on August 07, 2016, 08:20:47 pm

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To end the fort, let in the spawn. Also, quote pyramids!

---

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **DolosusDoleus** on **August 08, 2016, 08:50:48 pm**

---

Can I get the save in a version which is not a .rar?

---

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Monitor Lisard** on **August 09, 2016, 10:32:24 am**

---

Quote from: DolosusDoleus on August 08, 2016, 08:50:48 pm

Can I get the save in a version which is not a .rar?

Is this one good enough?

http://dff.d.bay12games.com/file.php?id=12342

---

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **DolosusDoleus** on **August 09, 2016, 11:39:17 am**

---

Quote from: Monitor Lisard on August 09, 2016, 10:32:24 am

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Hrrm, when I try to extract the files my computer says that the folder is empty.

---

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **August 09, 2016, 12:19:05 pm**

---

Gonna fix this a bit later, along with collating the rest of Lisard's updates (which I thought I had already done but apparently just hallucinated doing or something, I dunno).

@**Monitor Lisard**: You should probably upload them as .zips to begin with in the future, as it's a more commonly-used format.

E: Uh, so this completely slipped my mind after I posted this. I'm not usually this forgetful, I swear.

---

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Monitor Lisard** on **August 10, 2016, 07:46:14 am**

---

Quote from: DolosusDoleus on August 09, 2016, 11:39:17 am

Quote from: Monitor Lisard on August 09, 2016, 10:32:24 am

Quote from: DolosusDoleus on August 08, 2016, 08:50:48 pm

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Huh, it works just right for me.

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Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **August 10, 2016, 04:26:39 pm**

---

Quote from: Monitor Lisard on August 10, 2016, 07:46:14 am

Quote from: DolosusDoleus on August 09, 2016, 11:39:17 am

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Is this one good enough?

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Hrrm, when I try to extract the files my computer says that the folder is empty.

Huh, it works just right for me.

Just opened it up and everything's there. What program are you using to extract it? This is fascinating.

E: Also, maybe try downloading it again?

---

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **DolosusDoleus** on **August 10, 2016, 07:21:16 pm**

Quote from: Mr Frog on August 10, 2016, 04:26:39 pm

Quote from: Monitor Lisard on August 10, 2016, 07:46:14 am

Quote from: DolosusDoleus on August 09, 2016, 11:39:17 am

Quote from: Monitor Lisard on August 09, 2016, 10:32:24 am

Quote from: DolosusDoleus on August 08, 2016, 08:50:48 pm

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Just opened it up and everything's there. What program are you using to extract it? This is fascinating.

E: Also, maybe try downloading it again?

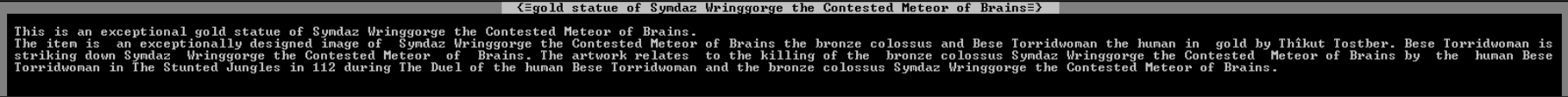
It works. Sorry 'bout that.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **DolosusDoleus** on **August 11, 2016, 02:32:47 pm**

So I've been looking around the fortress before I actually start my turn, and I have absolutely no clue which parts of the fortress proper are not vulnerable to forgotten-beast related fuckery.

But yeah, my plan for my turn is pretty much going to be to reclaim the surface before new spawn, goblins, or banshees show up.

On a side note, this is the best bronze colossus name ever.



Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Monitor Lisard** on **August 12, 2016, 01:45:02 am**

Quote from: DolosusDoleus on August 11, 2016, 02:32:47 pm

So I've been looking around the fortress before I actually start my turn, and I have absolutely no clue which parts of the fortress proper are not vulnerable to forgotten-beast related fuckery.

There were two forgotten beasts on the loose, and I started digging a staircase to reach those two just at the end of my turn. They can be disposed of easily.

Quote from: DolosusDoleus on August 11, 2016, 02:32:47 pm

On a side note, this is the best bronze colossus name ever.

<=gold statue of Symdaz Wringgorge the Contested Meteor of Brains=>

This is an exceptional gold statue of Symdaz Wringgorge the Contested Meteor of Brains. The item is an exceptionally designed image of Symdaz Wringgorge the Contested Meteor of Brains the bronze colossus and Bese Torridwoman the human in gold by Thikut Tosther. Bese Torridwoman is striking down Symdaz Wringgorge the Contested Meteor of Brains. The artwork relates to the killing of the bronze colossus Symdaz Wringgorge the Contested Meteor of Brains by the human Bese Torridwoman in The Stunted Jungles in 112 during The Duel of the human Bese Torridwoman and the bronze colossus Symdaz Wringgorge the Contested Meteor of Brains.

I wonder if Besa Torridwoman the colossi slayer was actually a man.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **August 12, 2016, 12:36:46 pm**

Quote from: DolosusDoleus on August 11, 2016, 02:32:47 pm

So I've been looking around the fortress before I actually start my turn, and I have absolutely no clue which parts of the fortress proper are not vulnerable to forgotten-beast related fuckery.

I think a legit project someone could work in would be somehow simplifying the fortress layout or at the very least making it easier to determine which areas are connected to which.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **DolosusDoleus** on **August 12, 2016, 12:49:43 pm**

Quote from: Mr Frog on August 12, 2016, 12:36:46 pm

Quote from: DolosusDoleus on August 11, 2016, 02:32:47 pm

So I've been looking around the fortress before I actually start my turn, and I have absolutely no clue which parts of the fortress proper are not vulnerable to forgotten-beast related fuckery.

I think a legit project someone could work in would be somehow simplifying the fortress layout or at the very least making it easier to determine which areas are connected to which.

Well, the problem is that everything is so confusing that it would be impossible to make anything clear short of carving out huge words describing what everything is.

...actually there's an idea. Hmm...

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **August 12, 2016, 12:52:43 pm**

Quote from: DolosusDoleus on August 12, 2016, 12:49:43 pm

Quote from: Mr Frog on August 12, 2016, 12:36:46 pm

Quote from: DolosusDoleus on August 11, 2016, 02:32:47 pm

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...actually there's an idea. Hmm...

Notes are your friend, brah.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **DolosusDoleus** on **August 12, 2016, 02:13:57 pm**

Quote from: Mr Frog on August 12, 2016, 12:52:43 pm

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Well, the problem is that everything is so confusing that it would be impossible to make anything clear short of carving out huge words describing what everything is.

...actually there's an idea. Hmm...

Notes are your friend, brah.

...Eh. I never really use notes too much in my own fortresses, because I tend to color-code the crap out of everything.

Also: What the hell is the magma-corridor thing in the upper fortress? It's billowing out magma mist and therefore worrying me.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Crashmaster** on **August 12, 2016, 02:45:14 pm**

It was almost a lever-controlled, impulse ramp driven minecart-drop magma-mist banshee incinerator hallway but one of the greater spawn released to kill the banshees broke all the floor hatches that would have controlled it.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **DolosusDoleus** on **August 15, 2016, 05:37:38 pm**

Sorry for the lack of updates y'all. I'm kinda assuming that everyone doesn't what essentially amounts to a ton of updates describing my redesigning choices, so I'm just gonna make a huge write-up once the year is over.

Does that sound good? Or should I do more than a single mega-update?

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **August 15, 2016, 05:42:50 pm**

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Multiple updates are best, particularly because I have the attention span of a trout and reading through a bunch of small updates is a lot easier for me. (Bit selfish but hey.)

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **DolosusDoleus** on **August 15, 2016, 06:31:22 pm**

Quote from: Mr Frog on August 15, 2016, 05:42:50 pm

Quote from: DolosusDoleus on August 15, 2016, 05:37:38 pm

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Thing is, the way this is turning out means that all of my updates will literally be exactly the same (i.e., "these staircases were connected and this was connected and this was walled up and so on and so forth").

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **August 15, 2016, 08:54:39 pm**

Quote from: DolosusDoleus on August 15, 2016, 06:31:22 pm

Quote from: Mr Frog on August 15, 2016, 05:42:50 pm

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I just want an update, even if it's a bit insubstantial. You're a creative dude. You can make it work.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **DolosusDoleus** on **August 15, 2016, 10:55:29 pm**

Quote from: Mr Frog on August 15, 2016, 08:54:39 pm

Quote from: DolosusDoleus on August 15, 2016, 06:31:22 pm

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...eh. I can probably get one typed up tomorrow.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Mr Frog** on **August 22, 2016, 01:33:23 am**

Quote from: DolosusDoleus on August 15, 2016, 10:55:29 pm

Quote from: Mr Frog on August 15, 2016, 08:54:39 pm

Quote from: DolosusDoleus on August 15, 2016, 06:31:22 pm

Quote from: Mr Frog on August 15, 2016, 05:42:50 pm

Quote from: DolosusDoleus on August 15, 2016, 05:37:38 pm

Sorry for the lack of updates y'all. I'm kinda assuming that everyone doesn't what essentially amounts to a ton of updates describing my redesigning choices, so I'm just gonna make a huge write-up once the year is over.

Does that sound good? Or should I do more than a single mega-update?

Multiple updates are best, particularly because I have the attention span of a trout and reading through a bunch of small updates is a lot easier for me. (Bit selfish but hey.)

Thing is, the way this is turning out means that all of my updates will literally be exactly the same (i.e., "these staircases were connected and this was connected and this was walled up and so on and so forth").

I just want an update, even if it's a bit insubstantial. You're a creative dude. You can make it work.

...eh. I can probably get one typed up tomorrow.

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Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **DolosusDoleus** on **August 22, 2016, 10:37:33 am**

Quote from: Mr Frog on August 22, 2016, 01:33:23 am

Quote from: DolosusDoleus on August 15, 2016, 10:55:29 pm

Quote from: Mr Frog on August 15, 2016, 08:54:39 pm

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Oh shit, I'm so sorry. I completely forgot about it.

...shit. This is rather embarrassing, but I completely forgot about the fort. When I signed up, I had a free space in my work in a week's time after that point. And I completely forgot about everything. Shit. I'm so sorry. I'll try to get something up as soon as possible.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **TheFlame52** on **August 22, 2016, 11:40:52 am**

You're fine, as long as it happens eventually.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Mr Frog** on **August 22, 2016, 01:52:11 pm**

I actually also completely forgot about the fort myself (!!!), so I don't really have any moral high ground from which to cast judgment :-[ Let's just pretend the last 7 days never happened.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **chaotic skies** on **August 22, 2016, 10:29:52 pm**

I'm the guy that completely forgets about his own rtd on a daily basis, so don't worry about it. We've all done it at some point :D

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Mr Frog** on **August 23, 2016, 12:05:18 am**

So yeah, to clarify, **it is still Dolosus's turn**, should he wish to continue. Sorry for the silliness, dudes!

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Monitor Lisard** on **August 23, 2016, 03:53:19 am**

Quote from: Mr Frog on August 23, 2016, 12:05:18 am

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Matey, you spilled yellow paint all over the turn list, ought to fix it-

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **NCommander** on **August 23, 2016, 10:37:33 am**

Quote from: Monitor Lisard on August 23, 2016, 03:53:19 am

Quote from: Mr Frog on August 23, 2016, 12:05:18 am

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I thought that was Forgotten Beast blood leaking out of the save ...

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Mr Frog** on **August 23, 2016, 03:07:21 pm**

Quote from: NCommander on August 23, 2016, 10:37:33 am

Quote from: Monitor Lisard on August 23, 2016, 03:53:19 am

Quote from: Mr Frog on August 23, 2016, 12:05:18 am

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Matey, you spilled yellow paint all over the turn list, ought to fix it-

I thought that was Forgotten Beast blood leaking out of the save ...

*you saw nothing*

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **DolosusDoleus** on **August 23, 2016, 10:08:56 pm**

Quote from: Mr Frog on August 23, 2016, 12:05:18 am

So yeah, to clarify, **it is still Dolosus's turn**, should he wish to continue. Sorry for the silliness, dudes!

Still taking a turn, will be coming out with updates. Not as quickly as it would have been if I hadn't forgotten about the fort, but they will still come.

In other news, a dorf has gotten a strange mood, and has decided it would be a great idea to take a workshop at the very bottom of the fort, and gather materials from the very top of the fort. v0.34 pathing at its finest.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Mr Frog** on **August 26, 2016, 12:44:18 pm**

everything okay dudes?

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **DolosusDoleus** on **August 26, 2016, 03:20:01 pm**

I'm sorry, at this poit I just can't do it. I'd need so much more time than I actually have, what with school coming back up (College is EXTREMELY time consuming). My current classes just take up too much time. Sorry.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Mr Frog** on **August 30, 2016, 08:09:31 pm**

> changes title to "rise from the ashes"

> thread almost immediately dies

ANYWAYS

Sorry I've been such an absentee lately. I've been in a really crappy sort of mental state for the past few weeks and simple tasks (e.g. sending the next player a PM) have been a bit overwhelming. I'm on the upswing now but I'll probably be out of commission for at least a few more days. Beg pardon!

I don't know how NCommander is doing right now or if TheFlame is even interested in taking a turn, so if either of those people happen to read this please drop me a line. If neither of them are interested in taking a turn then consider the save up for grabs -- no experience or context needed; this fort has basically concluded its story arc and just needs a few more lunatics willing to run it into the ground. Peace, dudes.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **TheFlame52** on **August 30, 2016, 08:27:34 pm**

I'm burned out on Dwarf Fortress until the next update. Sorry, man.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Mr Frog** on **September 08, 2016, 10:25:24 pm**

\*borderline necro-bump\*

Okay dudes, I am tentatively back for the time being. Gonna remove TheFlame from the turn list and PM NCommander. Failing that... I dunno. I want there to be at least 1 more turn now that the fortress is salvaged. Here's hoping.

E: Never mind, NCommander hasn't been on for a week. Any takers?

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **TheImmortalRyukan** on **September 09, 2016, 07:27:05 am**

I might later after I'm done reading this (just started, on page 5)

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Mr Frog** on **September 09, 2016, 02:02:12 pm**

Quote from: TheImmortalRyukan on September 09, 2016, 07:27:05 am

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\*crosses fingers\*

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **TheImmortalRyukan** on **September 10, 2016, 07:54:36 pm**

Quote from: Mr Frog on September 09, 2016, 02:02:12 pm

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lol, don't give your hopes up yet, I specialize in coming in late to these long-runners and completely wrecking them

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Khan Boyzitbig** on **September 11, 2016, 07:49:24 am**

Quote from: TheImmortalRyukan on September 10, 2016, 07:54:36 pm

Quote from: Mr Frog on September 09, 2016, 02:02:12 pm

Quote from: TheImmortalRyukan on September 09, 2016, 07:27:05 am

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\*crosses fingers\*

lol, don't give your hopes up yet, I specialize in coming in late to these long-runners and completely wrecking them

Good luck with that, afterall, this fort held off the best attempts of a deadly lever (just about) and many other threats that should have destroyed it all things considered.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **TheFlame52** on **September 11, 2016, 10:38:54 am**

I never read the thread, but from what I gathered during my turn the fort has ended several times and each time we just retreated deeper into the fort. I think we're three forts in right now.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Mr Frog** on **September 11, 2016, 03:23:14 pm**

Quote from: TheImmortalRyukan on September 10, 2016, 07:54:36 pm

Quote from: Mr Frog on September 09, 2016, 02:02:12 pm

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\*crosses fingers\*

lol, don't give your hopes up yet, I specialize in coming in late to these long-runners and completely wrecking them

Excellent! You're exactly what we need.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Mr Frog** on **September 14, 2016, 01:52:51 am**

boop a doop

I'm starting to play with the idea of just doing the last turn myself -- this would be entirely contingent on how high I can get the FPS up through DFHack skulduggery (I'd imagine nuking all the corpses would get us back a decent chunk). I'm not really eager to do this since playing succession games seems to stress me out to a ruinous degree but I want to put this monstrosity to bed properly.

E: Also, I *think* Clobbermountains is now eligible for voting in the Hall of Legends? Not 100% sure how that works.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Monitor Lisard** on **September 14, 2016, 06:14:36 am**

Quote from: Mr Frog on September 14, 2016, 01:52:51 am

boop a doop

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PLEASE DO

Also, if TheImmortalRyukan ever comes around to playing, we MIGHT be getting the whole TWO turns instead of ONE, which should be gud.

Edit: Or you could just finish this distorted place yourself

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Mr Frog** on **September 25, 2016, 05:40:48 pm**

boop

Quote from: Monitor Lisard on September 14, 2016, 06:14:36 am

Quote from: Mr Frog on September 14, 2016, 01:52:51 am

boop a doop

I'm starting to play with the idea of just doing the last turn myself

PLEASE DO

Also, if TheImmortalRyukan ever comes around to playing, we MIGHT be getting the whole TWO turns instead of ONE, which should be gud.

Edit: Or you could just finish this distorted place yourself

Not sure if the last thing's even feasible; I have to be in a very special state in order to do a succession fort turn.

In any case, I'm making a last call for volunteers before I retire this fort for good.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**

Post by: **Mr Frog** on **October 17, 2016, 03:15:43 am**

AWRIGHTY

I had a *rough* fucking month, but I'm now finally free and ready to put this bastard to bed. Got an ending story in the works right now.



Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Monitor Lisard** on **October 17, 2016, 03:51:14 am**

Quote from: Mr Frog on October 17, 2016, 03:15:43 am

AWRIGHTY  
I had a *rough* fucking month, but I'm now finally free and ready to put this bastard to bed. Got an ending story in the works right now.

Yay!

(Please don't forget to push it through to the Hall of Legends)

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **October 17, 2016, 09:19:30 am**

Quote from: Monitor Lisard on October 17, 2016, 03:51:14 am

(Please don't forget to push it through to the Hall of Legends)

Think that ship has already sailed, bruh :V I'm just writing up an ending.

Title: **Re: (34.11 Succession) Clobbermountains -- RISE FROM THE FRIGGIN ASHES**  
Post by: **Mr Frog** on **November 17, 2016, 06:34:09 pm**

So, uh...

The ending probably isn't going to happen in the foreseeable future. I haven't been doing very well health-wise for the past couple months and I have absolutely no energy to write anything.

tl;dr our dwarves reunite with their civ, but the Torrid Lash is in shambles following the death of His Gaudiness and the abdication of the Archivist and is soon overtaken by the Spawn of Holistic. The banshees find themselves on the frontlines of the war against the Spawn and are forced to make peace with the surrounding civs out of desperation. The people of the Deteriorated Continents unite against the Spawn and push them back over the southern mountains, albeit at great cost. There is some talk of sending a vanguard over the mountains to strike at the heart of the Spawn and vanquish them once and for all. The end.

Title: **Re: (34.11 Succession) Clobbermountains -- The End(?)**  
Post by: **TheBiggerFish** on **November 25, 2016, 02:21:04 pm**

:(

Get well soon?